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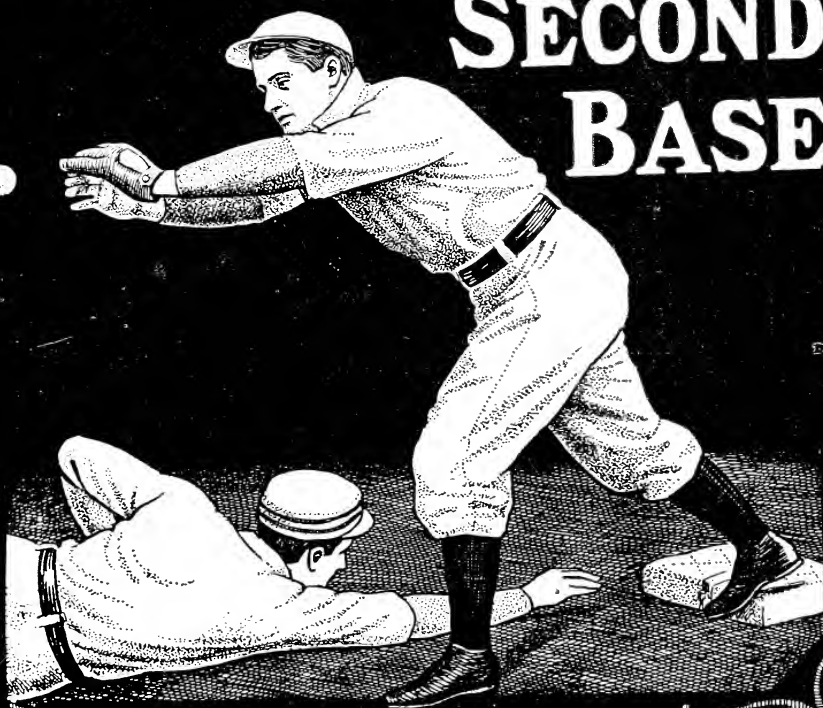
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ATHLETIC LIBRARY

HOW TO PLAY SECOND BASE



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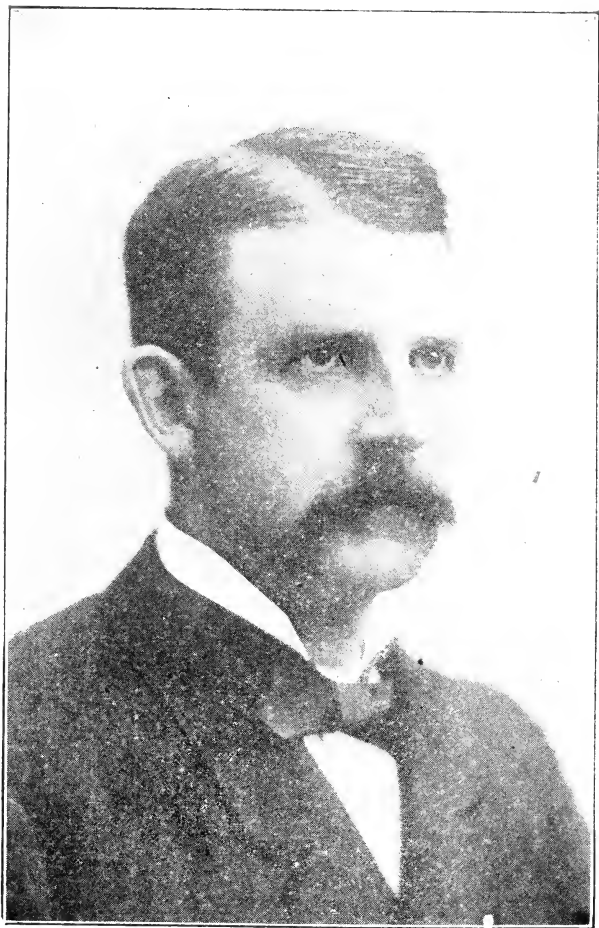
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GROUP I ————— No. 226

HOW TO PLAY SECOND BASE



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Monograph

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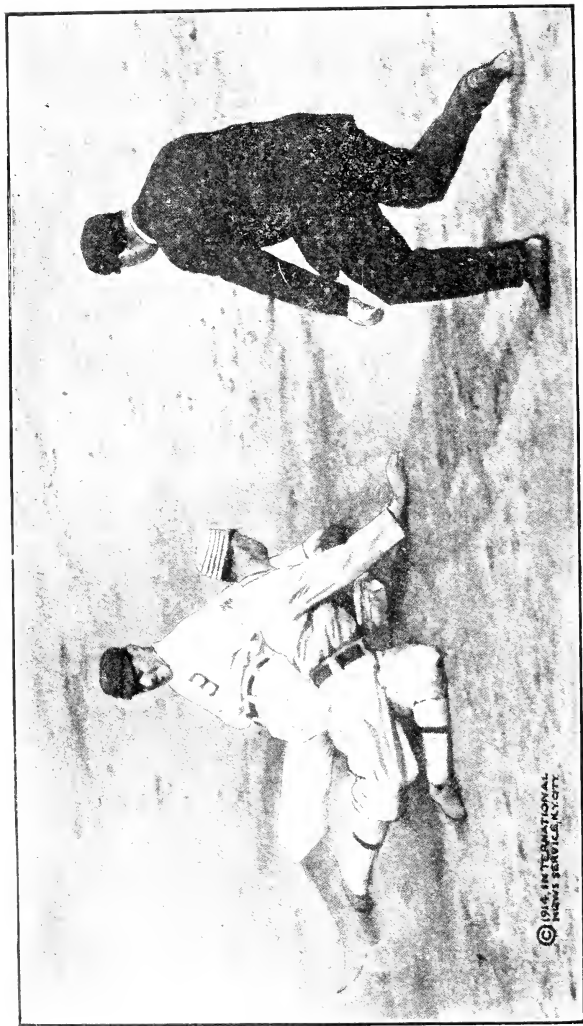
INTRODUCTION

Dabblers in the art of Base Ball are often heard to remark that second base is the position of the "has-been." It may be conceded that it may be a last stopping place for the player who has physically seen better days; but it will never be covered satisfactorily by the player whose mental alertness has gone back or, worse yet, who never had any mental alertness. Second base is pre-eminently a position for a quick thinker, and while the player holding it may be pardoned for possessing an arm or a pair of legs that have slightly slowed up in diamond service, the bonehead would better endeavor to hide his lack of light under another bushel.

Glance over the second basemen of renown and, while they may have distinguished themselves in other departments as well, in the matter of brains—in the ability to outguess and circumvent attack by skillful defense—they stand supreme. The names of Evers, Lajoie, Collins, Huggins, Miller, Schaefer and Williams will live long in Base Ball history.

But while brains are the great essential for successful second base work, it must not be imagined that the player who essays the position can do without either arms or feet, or both. The truth of the matter is, that in only one particular is less required of the second baseman than of any other player in the game. When one of those nice, regular, medium-fast bounders rolls straight into his mitt, he does not have to throw so far to get the ball to the waiting first baseman. On that one point alone has the dabbler built up his cock-sure theory that second base is the place of the "has-been."

But let us examine into what the second baseman has to perform and after every angle is measured, it is probable that the conclusion will be reached that even at second base something will be required that is not demanded at any other position and



Evers sliding safely into second base, Collins covering the bag
A SCENE IN THE WORLD SERIES

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perhaps that one or more of these "somethings" will call for more strength of arm and fleetness of foot than we were wont to acknowledge at the start. In the first place, the second baseman must be able to give a clever imitation of snapping the ball back underhand to the first baseman, while he is running in the opposite direction from the throw. More, he must be able to turn the trick while in the midst of all sorts of contortion acts, for the second baseman must often plunge toward second base for a sharp drive, as time and the batsman wait for no man. Some speed and arm required in such stunts, say you? Yea, verily!

Again, he must cover first base when the first baseman is engaged in handling bunts, scratches or other kinds of chances that call for his presence away from his bag. And right here let the budding second baseman be properly impressed with the importance of getting this idea fixed in his head—never neglect to cover first base when successful defensive work demands it. Moreover, take no chances of leaving such a possible duty undone. Nothing "shows up" the deficient second baseman more greatly, and yet, unfortunately, many otherwise clever second baseman are sadly derelict in this regard. Be on your proper spot at the moment and one of these spots is first, no less surely than second base.

The second baseman must also be prepared to play a short right and centre field, or he is not doing his whole duty. He must also be "on top of" certain bunts and scratches to the left of the pitcher that have more than the expected steam behind them. He must recognize the psychological moment and spot at instant notice in the difficult defense against the double steal by runners on first and third. He must have an unfailing understanding with his side partner, the shortstop, in the matter of covering second base and, knowing no fear of the ruthless spike, he must master the art of tagging his man. Truly, second base play is no snap.

For a natural ball player, second base involves less wear and tear than the other infield positions, and the life on the diamond



NAPOLEON LAJOIE

of players in this berth is usually of longer duration. The strain on the arm is not so great, and there is less liability to the overwork that has cut short the career of many shortstops and third basemen.

Nevertheless, the second baseman's position, with reference to its relation to the infield work, is second only to the shortstop's and many authorities consider it even more important. Unquestionably, however, more is required of the shortstop, as he has to do almost everything the second baseman has to do and under more trying conditions.

What has been said regarding physical conformation as applied to shortstops is equally adapted to second basemen and no particular build is required of men in this position, though the average type may be considered low in stature and very active of foot.

Two things stand out as essentials of the second baseman—ability to use the underhand throw and certainty of handling grounders on the left side. Frequently hits to the second baseman are slow, and the ball must be snapped to the first baseman almost as it is received. The throw, coming from close quarters, is the more easily missed by the first baseman, if it is not perfect, owing to its greater force, than throws coming from longer distances, as from third and short. Moreover, when the first baseman does miss, the ball is likely to roll to the stands before it stops, perhaps benefiting the runner an extra base.

As advised in the articles in connection with third base and shortstop, constant practice in this feature—underhand throwing, is essential to insure absolute accuracy.

Ability to field on the left side is particularly essential when the first baseman is tied up with a runner on the bag. Under such conditions it is up to the second baseman to cover a world of ground and generally on his weakest side.

Under such circumstances it is advisable to play deep so as to have a greater latitude of action. The second baseman has one great advantage over the third baseman in this respect, inasmuch as when a ball is hit to him, it is coming in the direction

the runner is traveling, while when hit to the third corner the runner is traveling away from a ball. This has an appreciable time effect on the result of plays and the fact that the ball gets to the third baseman more quickly as a rule does not entirely offset the difference, for he still has the long, accurate throw to make.

As a rule, the second baseman's throw is the easiest of all the infielders, and his chief attention should be devoted to the underhand practice. An occasional throw to home from second in case of a double steal or other situation, may come up to him, but these are the exception and not the rule.

The technicalities of fielding the position are explained in "How to Play Shortstop" (No. 228 of the Spalding Athletic Library series), and are not fundamentally different for the second basemen.

Nothing but constant practice along the lines suggested in these articles will result in anything like finished playing. No matter how naturally good a player may be it takes hard work to keep on edge, and no aspirant for Base Ball honors will do well to neglect his daily workouts in season. Have batters hit to you on your left side so that you will perfect yourself in this department, work the underhand throw to first as often as the opportunity presents and keep in good condition. Without this there is nothing.

The second baseman, as well as any other member of a Base Ball club, must be in shape to do his best. If a man is to be relied upon his manager wants to count upon him for doing certain things all the time, and not occasionally. The man who lapses from condition occasionally is drawing a salary for something he does not earn.

The best advice that can be given infielders, especially second basemen, shortstops and third basemen, is to forget there is such a thing as an error column. Try for everything and let nothing that seems possible, however remotely so, get away without your best efforts to stop it. A shirk can never make a first rate player.

The second baseman, like the shortstop, needs a quick working brain. There are times when a hair will turn the balance for or against an important play, and hesitation is fatal.

Be sure and have a distinct understanding with your teammates, more especially with the pitcher, catcher and shortstop. Various methods are used for determining who shall cover second base on throws from the catcher, and one is as good as another.



EVERS.

HOW I PLAY SECOND BASE

BY JOHN EVERS.

My motto has always been "Hustle! Hustle! Hustle!"

Second base play is principally a matter of hustling with the head, hustling with the eye, hustling with the feet and hustling with the hands. Sounds like one of those "demnition hard grinds" you read about, don't it? But it isn't—not by a long way. You see the thing is so interesting to the player who puts his whole soul into his work and who goes at it determined to give all of his mind to it that he actually hasn't time to realize the grind. And there is no grind, anyhow. The scene is constantly shifting. The plays, while some of them may have the earmarks of similarity are never exactly alike, and the second baseman is constantly in the midst—the keynote, in a way—of a shifting, kaleidoscopic drama that is full of thrills from the season's beginning to its end.

I have always attributed what success I have had to my hustling. Now I don't mean by that that I have made it a point to be constantly moving about. There are more ways of hustling than taking part in a continuous series of 50-yard dashes. There are times when the second baseman has to hustle good and plenty with his feet and he should always be in condition for that kind of hustling. The particular kind of hustling I deem of chief importance, however, is hustling with the mind.

I made it my chief business to study the work of a second baseman at the very start. Now what must the second baseman be depended upon to do? Briefly, he may be called upon to scoop up hard hit drives or to gather in flies, in territory bounded by a line drawn from a little on the shortstop's side of second base back to about half way to the centre fielder's station, thence curving around the short outfield to back of the first base-

man's position, thence up to the line between first and second bases back to the original point of starting. Sounds like a surveyor's description in a deed of conveyance, doesn't it? Well, the second baseman has to survey that territory all right, and he will find it a deed of trust to him by the captain or manager and woe to him if he don't measure up to his trust!

Next, the second baseman must be prepared to run in on scratch hits and on bunts that get past the pitcher, or be ready to back him up even if they do not get past him.

And speaking of bunts and scratches, the second baseman must watch out for that class of offerings to the first baseman and when that player is taken away from his post the second baseman must be on the alert to cover first base as quick as a flash.

Last, but by no means least, the second baseman must cover the base from which he derives his title, which means that there must be a perfect understanding between him and the short-stop so that there are no collisions, no waste of fielding material and no miscues that leave the bag unprotected when the throw comes down. And besides all that there must be ability to take the catcher's or other fielders' throws and "put them on" the runner trying to slide into the bag.

Now here's where the hustling—of all kinds—comes in. I made it a point from the time I first essayed to play the position to be on the jump every moment. Naturally, I practiced—morning, noon and night—to make myself letter-perfect in the mechanical part of the play. During that practice I didn't loaf around waiting for the ball to come to me and half sorry when it did come that I had to move. I kept on my toes all the time—every second—and when I got the ball I continually "went after" imaginary runners, fancying that they came at me in all kinds of ways imaginable. I made it a point to "get them," too.

The consequences of this was that when the runners came at me in an actual game it was no new situation, I had been all through it in imagination and real work combined, time and

time again. I was prepared and knew just how to make the most effective play.

Another opportunity to let the brain hustle is in making a study of the batters. I found early in my experience that by studying the batters a shrewd second baseman is able to play two or three feet either way and almost invariably find himself on the spot to make many a play easy that would have been hard without this previous study.

Now the real secret of the most successful second base playing is—brains. Many players who attempt the position all over the country are especially brilliant with their hands—if the ball comes at them, or anywhere they can reach it. They very often make almost impossible plays apparently because of their mechanical excellence, but they don't make half the hit with the all-observing manager that the less showy but always-on-the-spot second baseman does. The mechanically brilliant player can't make plays on drives that he can't get to, nor can he manage to pull off more than a certain percentage of the near-impossible plays. The steady, thoughtful second baseman, who has studied the batter and consequently knows just where to plant himself with the assurance that the batsman is bound to hit the ball close to that spot and is consequently able to eat things up in the most commonplace way over a large range of territory, is the man who gets the eye of the aforesaid all-observing manager—and the salary, too.

Having studied the best means of being "there" on every ball driven to my territory, the next thing was to get in such close harmony with the shortstop that we could act as though each were half of a well-regulated machine. For perfect second base play neither the second baseman nor the shortstop is the whole works. Each should be at times the perfect half and that can only be if each is so versed in the other's signals and the action of his hands and mind that he can instantly become the other necessary half without an instant's delay. It's a serious thing if by some mistake the catcher's throw goes down to center field and allows the runner to reach third, or perhaps a runner to

score from third. It's a serious thing if both players try to cover the bag with the result that the ball is dropped and the runner who should have been an easy out is safe instead. It's a serious thing if the other player of the close partnership is not on the base ready to take his partner's throw and possibly act as the pivot of a throw that would mean a double play. Study and practice are just as essential in working out these features of good second base play as is careful application to the batsman's possibilities.

But, after all, fielding batted balls and catching runners trying to steal second is only half of the second baseman's foremost duty. He must be able to throw quickly and accurately at short or long range. The second baseman has more short-range throws to make than any other fielder and short-range throws are not as easy as they appear to be. The reason for this seeming contradiction is that the short-range throw must be made swiftly enough to be accurate and speedy and yet not so swiftly as to make the ball too hot for the receiver to handle. The second baseman has to scoop up the ball and, without lifting his hands from the ground, "scoop" the ball with the same motion as he fielded it to the shortstop. He has to learn to "jerk" the ball accurately and speedily both to second base and to first base while either running toward or away from the player to whom he is throwing. With a runner on third and another on first and a double steal attempted, the second baseman must know which one of the several kinds of stunts the catcher may pull off will be attempted and if he receives a throw-down, it will generally be on the run from which he must return the ball to the catcher with great speed and perfect precision.

There is one thing that calls for special caution in second base work—never forget to cover first base when the first baseman is drawn in to field a bunt or a scratch. Nothing so "shows up" a team as to have first base uncovered under the circumstances and the second baseman must be relied upon to perform the office. And it has to be done quickly. Size up the situation the moment the ball is batted and start for the bag.

Yes, it's all a case of Hustle! Hustle! Hustle!

WIDE RANGE FOR SECOND BASEMEN

BY WILLIAM GILBERT

Once there was a time when some of the Base Ball authorities considered seriously the question of playing with ten men on each team instead of nine. This reason for adding another player was that the infield needed balancing. With a shortstop to cut off hits which were made between second base and third base they could see no reason why there should not be an infielder to cut off hits between first and second, as the second baseman was supposed to be busy taking care of his position, while the first baseman seldom or never moved away from the bag.

The argument for another infielder would not amount to much, however, as Base Ball is played at the present time. There is no need for him. The second baseman not only is the second baseman, but he is also the right shortstop, as they were thinking of calling the man who should take care of everything which rolled between first base and second. If there were a tenth player to act as an infielder, the batter would have so little chance that he would never be likely to get around the bases more than once in a series.

The foregoing facts are cited because they show exactly what a young Base Ball player should know—a young Base Ball player who is anxious to learn to play second base.

If he can make a good right shortstop he has gone a long way toward becoming a competent second baseman. There is no limit now to the territory in which a player may range to pick up hits. The best second baseman may one moment electrify the spectators by stopping a grounder back of second base, and the next he is almost behind first shutting off hard grounders which have been batted in that direction by pronounced right field hitters.

Play a deep second base. Every young man who is beginning to play professional Base Ball should learn to do this. The players, who have been extremely successful, and who have also played on the base line, or close to it, can be counted on the fingers of one hand. At the same time there is a great temptation for most young players to stick to the base line, for they are afraid that throws from the catcher will get away from them if they play too far back. Their fears are unwarranted.

The most important reason for playing a deep second base is the ability to get over a lot of ground, and at the same time prevent the ball from going safe, or if it does happen to run safe, to prevent a hit from being turned into a two-bagger. It is worth a game sometimes to keep a hit to one base that looks dangerously like a double.

The player, who stands well back from the line, is able to gauge the ball as it comes to him on the ground. If it is the kind of a hit on which he should run forward, he will field with more accuracy than if he stood too close to the ball, and attempted to stop it on the short bound. If it is a deep hit, coming fast, it is almost certain that he will be able to intercept it on a perfect bound, which will be of much assistance to him in throwing to first base. Furthermore if he is well back, he can run farther to the right or to the left, and be sure that he is going to get the ball in his hands. If he plays close up he may not be able to overtake the ball before it has passed him and gone to the outfield.

Another advantage in regard to playing well behind the line has to do with throwing. It is not so difficult to get a line on first base or second, and the baseman as a rule is in a position to face either base, without being compelled to turn half around and very likely destroy his accuracy. Any time that a throw may be made straight ahead it will be at least twenty per cent. easier for the fielder.

It is scarcely necessary to say that the position of the second baseman must vary greatly with the batter. If the latter is a

dangerous chap, who is able to place his hits advantageously, it will not do for the second baseman to play too far to the right, or too close to second. Whatever he does, he must be ready to jump into action the moment that the bat cracks over the ball, for he may be called upon to go to the farthest limit of his territory to try to secure the hit.

For a pronounced right field batter, one who hits down to that side of the diamond nine times out of ten, the second baseman can afford to play well over toward first, giving the first baseman opportunity to guard the line closely in order that the batter may not push a hot grounder almost across first—one of the hardest places, by the way, for any first baseman to get a hot hit. The shortstop usually will swing over with the second baseman, so that the batter is as well trapped as it is possible to make him, before he has actually hit the ball. For most batters, who are in the habit of hitting to left field, it should be the policy of the second baseman to move toward second so that the shortstop may be given a little relief, as in case there is a man on first base it will be the duty of the second baseman to take care of his own base, and give the shortstop and third baseman every opportunity to intercept the hit.

In these days, when batters are more scientific about placing hits to advance base runners, it is sometimes necessary for the second baseman to cover first. It was not so very long ago when a player would almost have been hooted for venturing to say that a second baseman would ever find it necessary to fill in at first, but it has been found an efficacious play, although it is a fact that not all second basemen are able to bring it off properly.

With an expert bunter at the bat, especially one who can place a bunt toward first base, the first baseman is the proper man to handle the ball, if it gets away from the pitcher. In any event, it is certain that the first baseman must play for the ball, as an assistant to the pitcher. Naturally that draws him off the base and his place should promptly be filled by the second baseman, who has but a few feet to cover to get to first. Whether

the pitcher, or the first baseman, picks up the ball, it will be an easy matter to get the batter, if the second baseman is on first waiting to catch him out. The second basemen, who have tried this play, are loud in its praise. At least three or four batting rallies of great presumable importance, in the championship series between the clubs fighting most keenly for the lead in the major league races, are stopped annually by such clever exhibitions of work on the part of the second baseman who was on the side which was in the field at the time.

Young players who are beginning with an idea of perfecting themselves in Base Ball should make it a point to practice diligently learning to catch the throws of the catcher, no matter how awkwardly they may come to second base. Good plays are frequently lost because the second baseman is able to catch with accuracy only in a certain position. If the ball doesn't happen to come to him just as he expects it, he will drop it and the runner be safe.

It will be found that practice will go a long way in overcoming this. Players who practice faithfully, find after awhile that they are able to adapt themselves to circumstances, and they learn to clutch the ball intuitively, no matter whether it is in front of them, or to one side of them. Practice also helps in catching the ball with one hand, which is of great value when a player is sliding into second, and the baseman must catch the ball and touch the runner out all in one motion.

That calls attention to the fact that, as a rule, all catches of thrown balls by the second baseman to touch runners, should be sort of continuous performance affairs. That is, as the ball touches the hands, the baseman should learn to give with it, and carry it along to the runner who may be trying to get to the base. Bear in mind that with so much base stealing as at the present time, and so much proficiency in sliding, touching a player is no longer the easy task that it used to be, when almost all runners were accustomed to make little effort to slide, and usually would be standing erect when running into the baseman.

The second baseman is the pivot in more than fifty per cent. of the double plays which are made on the ball field. Therefore it is necessary that he should learn to throw quickly and with great accuracy. The moment that the ball is in his hands for a double play he should be able to swing on his feet and shoot it to first, third or home, as the case may require, without the least awkwardness and without a second's delay. When it is remembered that swift running batters time and again are able to beat the ball by a single stride only, the value of speed in getting the ball to the base in advance of them is no longer a theory but a demonstrated **fact**.

HARD WORK NECESSARY

BY WILLIAM GLEASON.

Throw, throw, throw!

Having done this, still throw.

Then you must field, field, field! And, having done this, practice fielding some more.

Then study combination plays with the shortstop. Then work out awhile with your catcher. Then practice putting the ball on the base runner. Then stir out and snatch a few pop flies that are just where the blue of heaven is so dazzling you can't see the ball, and where your neck cracks as you run backward looking for them.

Then for a change, throw, throw throw!

All this, if you want to be a second baseman. The position requires speed and accuracy in two things especially—fielding and throwing. The positions for the latter are always awkward, and the chances, in case of the former, are nearly always difficult.

Too much practice in backhand and underhand throwing is impossible. With the runner coming in the same direction as the ball is hit, a fraction of a second of your time for handling the ball is already knocked off. With the ball half the time hit away from the first base, and the direction of your run being therefore away from the destination of your throw, not the smallest fraction of time can be lost in getting the sphere to first. If the runner is fast and the hit near second base and slow, it is nearly impossible to field it to first in time to retire the runner.

It is not for any one man to tell another how to do these things. He can tell how he does them, but in many cases the individual peculiarities of the player instructed are such that he can do the same things better another way.

There are a few general directions that may be given. In regard to fielding, observe the following rules:

1. Always keep in front of the ball.
2. Always go in to meet the ball.
3. When running to the right, pick up the ball with the left hand.
4. Unless there is plenty of time, always throw on the run, especially in going away from first after a chance.
5. Return a throw to the catcher close to the ground to stop a double steal.
6. Take your cue for a double play from the man who fields you the ball.
7. Pay no attention to the runner going to second in trying for a double at first.
8. Step into the diamond, before making your throw to first.
9. Never throw the ball unless your chance of catching the runner is good.
10. In receiving a throw to stop a steal, step to the left and back, to prevent a slip in behind you.
11. If you fear a collision, turn your hip well braced, in the direction of the runner.
12. Avoid injuring a runner by unnecessary roughness, in protecting yourself.
13. Have the catcher or others who throw to you aim to reach you about shoulder high—you are then in a better position to return a throw.
14. Where time is scarce, scoop the ball to the man covering the bag with the same motion that you field it.
15. Trap a ball in an almost perpendicular position, with the heel of the hand toward the field.



LARRY DOYLE,
The sensational young second baseman of the "Giants."

EVOLUTION OF A SECOND BASEMAN

When Larry Doyle first joined the Giants there were a good many things he didn't know about playing second base, but he was an apt pupil, and now is one of the most invaluable second basemen in the major league ranks. He is a good all-around player. To start with, he had two valuable physical accomplishments—he was fast on his feet and had a sturdy pair of hands. He starts quickly and moves fast, and is sure, easy and supple with his hands in picking up a ball.

Doyle is always ready to start either way for a ground hit, and no second baseman can go farther for one and get it than he. He also goes a long way for fly balls and goes after everything. He has learned the value of shifting his position for the different batters, however, and doesn't make the mistake of depending on speed alone to reach batted balls. Speed without headwork wouldn't amount to much, and Doyle studies the batters and stations himself accordingly. It's better to make a play easy than to make it hard. He knows what his pitcher and catcher are doing in the matter of furnishing the batter with balls that are apt to be hit in a certain direction.

Doyle is fast in double plays and has learned that there is such a thing as hurrying too much when going over to the base to be the pivot for a double play or making the throw to the shortstop. Speed and ability to time the movements make him an excellent man in a double play. Besides, he is a fast, strong thrower, something that helps him generally in his fielding. He doesn't have to make a long swing for his throw, but can get the ball away with a short, snap movement that wastes the least amount of time.

The second baseman must adjust his position to the position of the other infielders and watch the man whose place it is to give the sign to the infielders. In going after a batted ball Doyle

starts when the ball is hit. There are few infielders who can wait for the ball and do it successfully, and as a general thing those who start for the ball when it is hit are more likely to play it in a natural way with the hands than to have the ball play them. Doyle's short swing when throwing is a help to him when playing in close to make a throw to the plate. Time is precious on such plays, and Doyle wastes none by making a long swing.

The best infielders are those who follow the ball all the time, that is, keep an eye on where it is and where it is going, and move about in order to take part in any play in which they may be needed. Doyle is an adept at this. If the ball is batted toward first base he is over there backing up, ready to recover the ball in case it gets by the first baseman, and ready to make a play in case the batter tries to advance an extra base. Following the ball means good backing up, and good backing up means a lot.

HITS THAT SKIRT SECOND

BY OTTO KNABE.

It has been said that the left side is the feature of the second baseman that should be particularly strong; but some think that there is more demand for hard infielding and difficult work on the other side of the body in this position. Many is the hit that just skirts second, and then the long hard run for it, and the remarkable throw that must be made to stop the runner will require the utmost that is in the player.

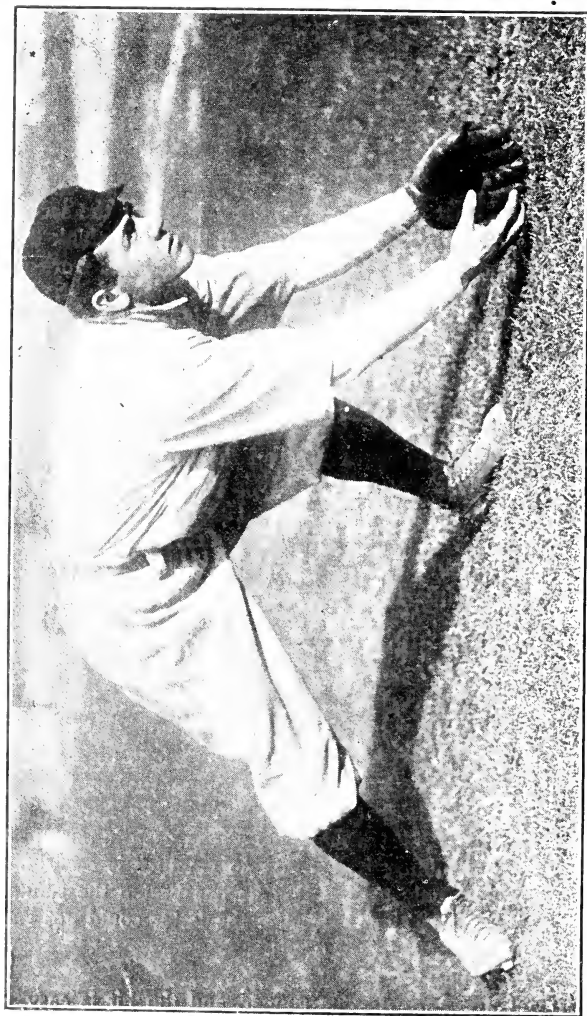
As a rule, however, the position is not an extremely difficult one, as compared to third base and shortstop, though it is equally as important, if not even more so, than the two named.

The second baseman's principal asset is his throwing ability—that is, after his accuracy in fielding. The quick, accurate deliveries from awkward positions, both to first base and home, require something more of this position than in the case with other infield jobs, while the same fast work is exacted of him in the double plays.

Every man in his position should be a student of men and conditions if he wants to make a success. Some advocate perpetual hurry all the time; but all is not hurry, even in a Base Ball infield. The second baseman, by sizing up the batter or the runner, by noting carefully conditions previous to a play—in other words, by anticipating what is going to happen—can frequently turn a trick that would otherwise be hard. The “never lose an instant” idea would have a man dash in on a ball, take a chance of bobbling it in order to smother it early and get it away quickly, only to find that he has beaten the runner about two full seconds, simply because the latter could not run to first base in less than five seconds.

This is wasted energy.

Thus, if you are sure of your runner, and the hit is easy, a



KNABE,

player can rest up by taking it easy. An argument in favor of this is that many a mistake is made through too great a desire to get the task done. The man who can judge exactly the amount of time in which he has to perform his task, is the man who is sure of a Base Ball career. He can play slowly for the slow, and save himself for the speedy. And for some of these he will have to move very fast, as there are runners in the game who will make a fielder hurry even if the ball comes perfectly.

The best thing a youngster who would break into the game can do is to practice with experienced men. It is hard to tell anybody what to do in mere words. Illustrating is everything in Base Ball.

Briefly, however, a player must absolutely perfect his throwing from all angles; must be an accurate fielder on both sides, and must practice short, hard flies over and behind him and out of reach of the right fielder. These are the principal essentials to the second baseman.



MILLER HUGGINS

COVERING THE BAG

If your right fielder knows he can rely upon you for a certain effort on short flies to his territory it will save him a great deal of unnecessary running, and possibly an occasional collision. On the other side, it is necessary for the shortstop and second baseman to reach an agreement as to covering the bag. This is such a delicate matter that practice and conditions will have to govern. Occasionally the catcher tips off which is to cover. If a hard and fast rule is made, the enemy is apt to discover it and the batters hit through the open place.

Of course there are general rules for covering the bag when the ball is hit. It is second nature, under such circumstances, for the shortstop to handle the throw, if there is a runner on first and the ball is hit to the left of the pitcher. Likewise, it is the second baseman's place to hustle to the bag to get the throw if the ball is hit to the right of the pitcher.

Under these last conditions the shortstop can be of material help to the second baseman, who is receiving the throw on the force out. Naturally, no throw should ever be made where there is not a chance to get the runner, and the shortstop can advise the second baseman whether it is wise for him to try for a double at first. If he signs to throw, you know there is a good chance to get the man. In turning, step in front of the base so as to get clear of the runner coming down the line. In letting go of the ball pay no attention to the runner, however, as it is his duty to take care of himself under the circumstances. He will not be over anxious to get hit with the ball. By stepping to the front of the base, however, you can usually avoid having your throw blocked in case the runner is right on top of the base.

In fielding short flies, the second baseman should run in the general direction of the hit, after getting one glance, trusting

to the outfielder to coach him on the time to turn and make a catch. The fielder is in a much better position to judge the ball, as a rule, than the second baseman.

The interworking of the catcher and second baseman forms an important part of every game. This comes in on all throws to second, whether to stop a steal, to head off a player too far from the base, or to bluff a man on third into running home. As for the first two, it is only necessary for the catcher to know which of the pair is to protect the base, to determine his throw. For the double steal proposition, however, no little practice is required. This is attempted with a man on first and another on third. The first goes down to draw the fire of the catcher. The latter throws the ball, ostensibly to catch the runner at second, while the man on third makes a dash for home, trusting to beat the return. The play requires the second baseman to run in on the short throw immediately he gets the signal, taking the ball a short distance behind the pitcher's box, getting it cleanly, and returning it home to head off the runner about to score. The play requires much practice and an accurate throwing catcher.

The second baseman, less often than the third or shortstop, has to deal with men caught between the bases in run-ups. He is called upon to assist in cases properly in the territory of the other basemen frequently. There is one sure way to catch a man between the bases and it is the way by which nine out of ten are handled. That is to threaten the runner with the ball until you have him chasing down the line at full speed. Then throw the ball. The runner will have too much speed to reverse his movement readily, to the end that the man who receives the ball can run him down.

Playing the bag on hits to the shortstop or third baseman or pitcher has its little niceties which experience and practice will soon teach.

As stated before, the baseman should move instantly he observes that the ball is hit in another part of the infield than his territory. To be at the bag as soon as possible is the first prin-

ciple, as it will help the throw from short or third and every fraction counts in double plays, as elsewhere in the game.

When taking the catcher's effort to nail a base runner coming down from first, stand to the left of the bag. Nearly every runner will attempt to get into the base behind the baseman and every inch you can gain on him will help when the umpire's decision is handed down. Never make a second attempt to tag a man if you think you have missed, unless the runner is palpably off the bag so that the umpire can see it clearly. You will prejudice your own chances with the umpire by repeating on a close effort.

The second baseman's arm gets off very lightly, as compared with the arms of other infielders, with the possible exception of the first baseman. Most of the throws made by the second baseman are to first, and then on balls fielded from his left side and consequently only a short throw from the destination. There is one thing which the second baseman must practice and become proficient in, however, and that is throwing underhanded. With the runner coming down the line in the same general direction as the ball, he is gaining time on you all the while and even though you are close to the base, there is seldom an opportunity for the second sacker to straighten up and throw. The underhand throw is the thing to cultivate and it will save many a second in a game, at times when fractions are vital.



Strunk out at the plate in the second inning of first game. With one out, Strunk singled to right and when the ball went through Moran he went all the way to third. On Seeling's hit to Evers, Strunk was thrown out at the plate. Gowdy catching. Dinneen, umpire.

SCENE IN WORLD'S SERIES,

THE YOUNGER PLAYERS

BY EDDIE COLLINS.

Within the last few years the young players have forged rapidly to the front in playing second base in the major leagues. There was a time when most of the teams carried second basemen who were men of long experience. Some of them had been with one club for a number of years, while others had played the position for a long time, although not always with the same club.

As compared with the days of the past, this important position on the infield is now filled with men who are well within the best of their playing careers. Take Chicago, for instance, with Evers. It is true that he has been with Chicago for more seasons than one, but he is a young man, so is Doyle of the New York Nationals, McConnell of the Chicago Americans, Gardner of the New York Americans, Miller of the Pittsburg Nationals, Egan of Cincinnati, Shean of the Boston Nationals, and others of the major organizations.

The point to be made in this connection is that the younger players of the present day need have no apprehension that their services are likely to be overlooked if they show ability to play the position in a proper manner.

Owners of base ball clubs look for the active, energetic, mentally quick ball players who, even if they lack experience, by their keenness to grasp the opportunity which is opened to them, assist their teams by the spirit and intelligence which they inject into their work.

The younger player can find a hundred points which will be to his advantage in holding a regular place on a major league team, if he will keep his eyes open, and avail himself of the skill which

is demonstrated by his predecessors or by those who have acquired fame by their good work at second base.

There are many little things to be gleaned which are of immeasurable value. No young player knows all of them by reason of his own experience on the base ball field. There may not have arisen those emergencies which called for their use. A whole season could be played with any team in a professional league and some particular play never come up. In the first game, which was scheduled for a season following, that particular play might be the most important of the contest, and if the young player be called upon to perform it the mere fact that he may have seen one of his predecessors undertake it and complete it in a certain way might be the means of the younger man saving the game for his team.

Observation, therefore, is an attribute which cannot be exercised too highly by any young player.

There are ways, for instance, of touching the base runner, in which one baseman is more perfect than another. This is a point that every young player should study carefully. If he will watch some of the expert men who have had experience on the diamond he will note with what skill they manage to retire the runner without injury to themselves, or without the liability of dropping the ball because of an awkward way of catching it and placing it on the runner.

If there is one tendency more than another to which young ball players are addicted it is to flinch a trifle when they see a runner coming full tilt for the base. It is not lack of bravery or lack of disposition. It is simply the exercise of a sub force with a cautionary impulse. The baseman does not mean to give ground when he sees the runner coming his way, but he endeavors to catch the ball in a manner which throws him on the wrong side of the base, with the result of yielding to the runner when he could have preserved his stand and at the same time scored the put out if only he had taught himself how to handle the ball properly.

Young players sometimes are prone to "fight" the ball. It is

a fault which is likely to follow any player through his professional career if he is not careful to break himself of the habit in the earliest of his ball playing days.

"Fighting the ball" means that the player pushes himself forward to catch it or to stop it before it has taken its natural bound.

Very frequently a young second baseman will be seen running forward at top speed, his arms extended in front of him, and his hands reaching out to check a ground hit. If he would so time the ball that it bounded easily to him in such a manner that his hands were in a natural position to be raised and to throw the ball after he obtained it, he would find that many of the fumbles which he had made in tight places would be done away with.

Study the method of an infielder whose pose is natural and whose style is easy, and observe how the stopping of the ball and the throwing to first base, or to second, or to whatever position it is necessary to make the play, are almost one motion. The nearer both of the actions can be made one motion the greater the possibility of getting the runner out.

There was a time when mere accuracy in stopping and throwing were considered quite enough on the ball field. The game has developed so much within the last ten years and the players who have been acquired in professional ranks are of a type so different that time now enters into the work of the fielders quite as much as accuracy and clean handling of hits. So that the player who can make as little work as possible of his fielding is likely to have more assists at the bases than the one who is disposed to put too much detail into his work.

When it is taken into consideration that scores of decisions are made each year, especially at first base, in which a yard of space is all that is between the runner and the flight of the ball to the baseman, it is evident that the second baseman who can field with the least friction will be superior to the one who makes too much work of his efforts.

The younger players should cultivate the art of grasping a

thrown ball securely with either hand as well as with both hands. There is not the same danger in this play that once existed. The use of the modern glove has made it quite possible to catch any kind of a thrown ball on that side of the body protected by the glove without danger to the hand. Expert second basemen have progressed so far that they not only catch the ball with one hand, but on the moment that it is securely grasped by a continuous motion reach down and retire the runner. Even on the ungloved hand the danger of injury is not greater than it was, and if the infielder will place his hand properly there is a chance that he may hold the ball, even though it be thrown a trifle wild, and to save wild throws more than once during the course of a base ball season means to save the game.

It is apparent, therefore, that it is not out of place to try to excel in one hand plays, although it is not the best policy to try to make every play at second base with one hand. There need be no effort to attempt "grand stand work." The spectators are quick to perceive it and as quick to denounce it in ways which are not always pleasant.

I think that it will be found to be the experience of the younger players that there is a certain spot on the infield at second base from which they can do the best work. I mean by that a spot at which they station themselves prior to fielding the ball.

I know that some men when they try to get over to second base are less effective than if they play further out on the infield. On the other hand, there are some who seem to do their best work when they hold a position nearer first base.

A player must learn to judge for himself on which side he is the quicker. Not all players are equally good on both sides. Indeed those who are equally good can be counted on the fingers of one hand. Some who are fast to start to their right can take a chance on keeping well toward first to cut off hits which may be sliced through that territory by left hand batters. Others, who are as quick to start to their left, and who know that they have the speed to get across the field with rapidity, can afford to

stick close to second and possibly will be able to shut off some of those hard smashes which right handers drive with great force near the base.

This is a point which the young player will have to divine for himself by experience, and I think that the quicker he learns his strongest points the better he will prove to be if he makes up his mind that he has the ability to continue for an indefinite term in base ball.



Evers safe at second in first inning of third game. After Moran fled to Collins, Evers singled to left and stole second. Collins, second base; Dinneen, umpire.

SCENE IN WORLD'S SERIES,

BY TIM MURNANE.

Mr. Murnane is President of the New England League, a member of the staff of the Boston Globe, and an old-time player who knows all the fine points of the game.

A second-baseman should be able to throw both over and under-handed, as well as toss the ball both forward and back-handed, especially to second base, on a force play; in fact, many plays have been made by scooping the ball on the dead run and landing it in the proper place.

Shortstop is simply second base over again, as short must take throws and often play well into the third-baseman's territory for left-handed hitters, and in deep field for place hitters, so that the shortstop and second-basemen must work together like a machine. I believe the shortstop has the most difficult position to fill to-day on a ball field, as he not only has to cover second base and back up third, but he has the longest throws to make.

Both the second-baseman and the shortstop are supposed to dash into the outfield at full speed for every short fly ball, and the fact that they are running with their back to the plate forces the outfielders to allow them to try for many balls that would have been easy for the outfielders. In cases of this kind all depends on the outfielder. If he calls out in time the infielder can stop. The trouble will come where the noise from the crowd prevents one player hearing the other. In this contingency the outfielder must protect the infielder by allowing the latter to make the play if possible; in fact, all depends on the outfielder.

A left-hand thrower is handicapped and should never attempt to play outside first base and the outfield.

There was a time not long ago when overhand throwing was considered the proper style to cultivate. Now a player must be fit to throw underhanded, and even toss the ball backhanded, as well as to scoop the ball when there is no time for getting into a position to make a throw.

When making a proper throw the hand should follow the ball. Snap throwing is a rare accomplishment and must be cultivated, while shoulder throwing is a big handicap to a ball player, as he is sure to lose time. The wrist, elbow and shoulder can all be used in making the ideal throw. The wrist and elbow properly developed will produce the best getaway throw, and should be practiced, particularly by outfielders.

Left-handed throwing outfielders are impossibilities when forced to use the shoulder to get the ball away. It is a case of "winding up," to see the base-runners beating the throw nine out of ten times.

A clever man will swing into position to receive a ball before making a hard throw. No man can throw hard and accurately without taking a step forward before letting the ball go. One of the finest throwers I ever saw was a young player with a lame shoulder who developed a wrist throw that was marvelous for speed and accuracy.

Throwing to second for a force-out requires quick thought and accuracy, as the ball must be given to the man covering the bag in such a way that he can swing and shoot it to first for a double play. It is not necessary to throw hard, but the ball should be on the way the instant it is picked up, with the knowledge that the base will be covered for the play.

With a man at second figuring on a steal of third the short-stop should play rather close to the base and hold his man. This he must also do with a third-baseman looking for a bunt. A slow man at second will handicap the man who is trying to sacrifice, as the second-baseman will hold his man close to the bag, with the idea of having the ball fielded to third base for a force-out. With a clever catcher the basemen can often get men off the bases at important stages of the game.

While clever basemen cannot be caught by trap work, two-thirds of the men who play ball are slow thinkers and need constant coaching to keep out of the pitfalls planned for their benefit.

The double throw, with men at first and third, has been worked for a dozen or more years and is a lost art to most teams. Practice will overcome trouble in this line of work.

Judgment should be exercised in playing close up for the man at the plate. It often pays to let one man go and cut off what might develop into a bunch of runs for your opponent. For example, with the score two to nothing, and the game well over it would be the proper play to let the run score and play for the batsman. There are times, too, when a double play would be the thing, and with a slow runner at the bat would be a fair chance to take (for you must take long chances at times) and it is simply a case of calling the turn, and calling it right from long experience and a knowledge of the men you are playing against.

The following advice by well-known professionals is well worth repeating, and the poorest player can often add a wise suggestion:

Excepting the pitcher and the catcher, no player on the field handles the ball so often in a game as the second-baseman. In only a small proportion of the number of times he gets the ball are there opportunities for making a put-out or an assist, but there is always a chance to make a costly error. He must, therefore, never relax his vigilance or lose his grip of the situation. He must work in perfect harmony with the other men in the infield, and especially with the shortstop. To do this, he must make an intelligent study of his fellow-players and be thoroughly familiar with their capabilities and their peculiarities. When a fast play is started there is no time for explanations either by word or sign, and every man who takes part in it must know as well what the others will do as what he will do himself, and be governed accordingly. The number of possible plays on the ball field is not extraordinarily large, but the number of ways of making them is almost infinite.

"It follows, then, that the second-baseman must at least be as fast on his feet and as quick a player as any other player. Besides having a knowledge of his fellow-players, he must be acquainted with his opponents so as to resort to the style of play most successful against them. Tricks which will work against one team fall flat when tried on another, and the way in which any play should be made must be decided by the circumstances of the moment.

"Suppose, for example, there is a man on third and the ball is hit to me, but in such a way that I am obliged to run for it, either forward or sideways. If two men are not out, I should try, the ball being a ground hit, to catch the man at the plate, if there is a possible chance. Suppose, also, that the man who hit the ball is very fast, I must watch the ball, so as to be sure to get it, and, as I cannot watch the runners too, must make up my mind before I get it where I will throw it. To do the right thing, I must know how fast the runner at third is and how much of a lead he had when the ball was hit. I must consider how long it will take to get the ball to the catcher and how skillful the latter is in blocking off base-runners in a pinch. The standing of the score and the time must be weighed. If the scoring of a run by the opposition insures their winning the game, the play at the plate is the only one worth trying, whether there appears to be a chance of success or not. But if the game is young and I was sure the man at third would score, I would not hesitate to make sure of the man at first. The shortstop must back up third base like the second-baseman backs up first, play short left and middle field, and sometimes go out into foul ground for flies that neither the third-baseman nor the left fielder can get under. He must guard second base when that duty falls to him, help the pitcher to keep base-runners hugging the sack and watch the returns of the ball from the catcher to the pitcher. He must make the same close study of opposing batsmen and the base-runners that other players must make, and be guided by what he can learn. He cannot pick out a level spot and stand there all afternoon expecting the ball to come to him, Like the

business man who wants trade, he must get out after it and change his position for every man who comes to bat.

"While there is nothing certain about anything in Base Ball, random infield work is as bad as random pitching. The infielder should never make a move that does not mean something and represent a definite end. He should adopt the course dictated by his best judgment and then follow it out until there is a reason for making a change. He will not always be successful, but he must not be discouraged if the unexpected happens.

"Two faults many young infielders (and some old ones, too) have are trying to throw the ball before they get it and losing their heads after making an error. The first is due to nervousness or over-anxiety, and requires constant effort and perhaps some coaching to overcome. Whatever effort is needed, this must be done, for nothing so interferes with heady, successful work as nervousness. As to errors, they are inseparable from infield work. If the field were a floor, the bound of every ground ball could be determined exactly and the play be made with machine-like precision. As it is, a pebble, a tuft of grass or an inequality in the ground deflects the ball just when you are set for it, and it comes just where you were not expecting it and don't want it. You do your best to get it and often succeed, only to make a bad throw, because you are thrown out of position by the extra effort and the time is too short to take a brace before throwing. At other times you either miss the ball altogether or are unable to move your hand fast enough to do more than knock it down, and, as a result, get an error for what appeared to all but yourself an easy chance. The infielder must never let such things affect him. He must forget them as soon as they are past and go on as if nothing had happened. Go after everything, no matter how impossible it seems to you as well as everybody else. Once in a while it will take a lucky bound into your hand, and if you don't let your surprise prevent you from taking advantage of the circumstances, you will probably be hailed as 'the greatest ever'—until you make your next error.

"Neither the manager nor the captain can win unless they have the co-operation of the players. To be successful the captain's efforts must at all times be reinforced and backed up by a good bunch of hustlers. He must infuse into his men, if they do not have it naturally, enthusiasm for their work and a do-or-die spirit. Lots of good players are naturally very quiet. They know what to do themselves, but cannot direct others not so well posted. Such men must be encouraged and advantage taken of their special abilities. The captain must welcome their aid and show that he appreciates it."

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The Spalding "Official National League" Ball

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PATENT CORK CENTER

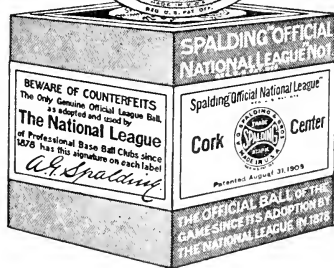
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Adopted by The National League in 1878 and is the only ball used in Championship games since that time and, as made now with Patent Cork Center, has been adopted for twenty years more, making a total adoption of fifty-four years,



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Each ball wrapped in tinfoil, packed in a separate box, and sealed in accordance with the latest League regulations. Warranted to last a full game when used under ordinary conditions.

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Spalding "Official National League" Jr. Ball

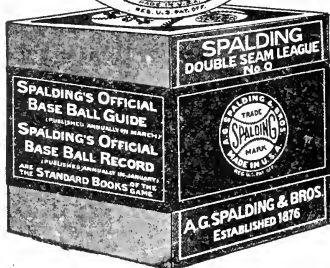
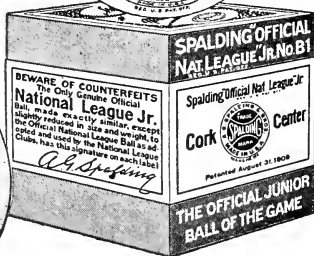
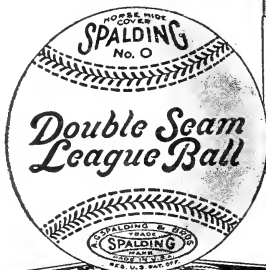
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PATENT CORK CENTER

Patented August 31, 1909

Made with horse hide cover and in every respect, including patent cork center, same as our "Official National League" (Reg. U.S. Pat. Off.) Ball No. 1, except slightly smaller in size. Especially designed for junior clubs (composed of boys under 16 years of age) and all games in which this ball is used will be recognized as legal games. Warranted to last a full game when used under ordinary conditions.

No. B1. "Official National League" Jr.
Reg. U. S. Pat. Off. Each, \$1.00



Spalding Double Seam League Ball

Pure Para Rubber Center

Sewed with double seam, rendering it doubly secure against ripping. The most durable ball made. Horse hide cover, pure Para rubber center, wound with best all-wool yarn. Warranted to last a full game when used under ordinary conditions, but usually good for two or more games.

No. 0. Each, \$1.25 Dozen, \$15.00

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Spalding League Rubber Center Ball
No. 1RC. Horse hide cover, pure Para rubber center, wound with best all wool yarn, double stitched red and green.
Each, \$1.00 Dozen, \$12.00



Spalding National Association Jr.
No. B2. Horse hide cover, pure Para rubber center, wound with best all wool yarn. Slightly under regulation size. Best Junior size ball made. Each, 75c.



Spalding College League Rubber Center
No. 2RC. Horse hide cover, and rubber center wound with yarn. Full size and weight. . . Each, 75c. Dozen, \$9.00
Above balls warranted to last a full game when used under ordinary conditions.



Spalding Professional
No. 3RC. Horse hide cover; full size. Carefully selected material; warranted first class quality. Put up in separate box and sealed. Each, 50c.



Spalding Boys' League
No. B3. Junior size ball. Horse hide cover, rubber center wound with yarn. For practice by boys' teams. Each, 50c.



Spalding Junior League
No. B4. Horse hide cover; smaller than regulation size; rubber center. Each, 25c.



Spalding Junior Professional
No. 7B. Slightly under regular size. Horse hide cover and is very lively. In separate box and sealed. . . Each, 25c.



Spalding King of the Diamond
No. 5. Full size; made of good material and horse hide cover; put up in separate box and sealed. Each, 25c.



Spalding Lively Bounder
No. 10. Horse hide cover. Inside is all rubber, making it very lively. Ea., 25c.



Spalding Boys' Amateur Ball
No. 11. Nearly regulation size and weight. Best ball for the money on the market. Each ball trade marked. . . Each, 10c.



Spalding Boys' Favorite Ball
No. 12. Good lively boys' size ball; two-piece cover. Each, 10c.

Spalding Rocket Ball
No. 13. A good bounding ball, boys' size. Best 5-cent two-piece cover ball on the market. Each, 5c.

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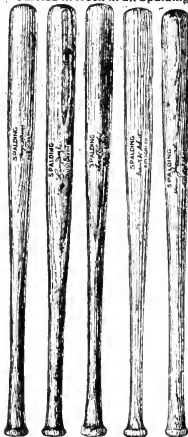
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Spalding "Players' Autograph" Bats

No. 100. "Players' Autograph" Bats, bearing the signature of the player in each case, represent their playing bats in every detail. Made from the finest air dried second growth straight grained white ash, cut from upland timber, possessing greater resiliency, density, strength and driving qualities than that of any other wood. The special oil finish on these bats hardens with age and increases the resiliency and driving power of the bat. Each, \$1.00

Carried in stock in all Spalding stores in the following Models. Mention name of player when ordering.



Raymond **AUTOGRAPH MODEL**
Largest and heaviest bat (except Meyers special model) used by any professional ball player. Weights from 51 to 55 ounces. Length 35 in.

Harry O'Day **AUTOGRAPH MODEL**
Well balanced, comparatively light weight, with sufficient wood to give splendid driving power. Weights from 36 to 40 ounces. Length 34 1/2 in.

Frank W. Schulte **AUTOGRAPH MODEL**
Very small handle, and balanced so that with a full swing, terrific driving power results. Weights from 37 to 41 ounces. Length 35 inches.

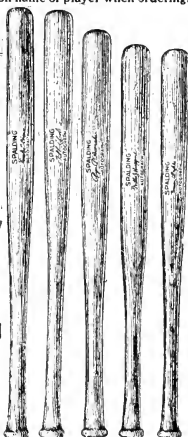
Samuel S. Campbell **AUTOGRAPH MODEL**
Splendid model, comparatively small handle, well balanced. Weights from 40 to 44 oz. Length 35 in.

Frank A. Chance **AUTOGRAPH MODEL**
Extra large heavy bat with thick handle. Weights from 44 to 48 ounces. Length 35 inches.

Ed L. Barth **AUTOGRAPH MODEL**
Different model from that formerly used by Clarke, improved in balance, model and length. Weights from 39 to 43 ounces. Length 34 1/2 inches.

Agnes T. Cameron **AUTOGRAPH MODEL**
Short bat, large handle, well rounded end. Weights from 40 to 44 ounces. Length 32 1/2 in.

Mully J. Higgins **AUTOGRAPH MODEL**
Short bat, small handle, but body quite thick. Weights from 38 to 42 ounces. Length 32 inches.



Blaise Zimmerman **AUTOGRAPH MODEL**
One of the best all around models ever produced. Medium small handle and well distributed striking surface. Equally suitable for the full swing and for the choke style of batting. Weights from 40 to 45 ounces. Length 34 inches.

We can also supply on special orders Donlin, Oakes, Keeler and Evers Models.

Norman Ellyfield **AUTOGRAPH MODEL**
The smallest, shortest and lightest bat used by any professional player. Specially adapted to small or light men. Weights from 35 to 39 ounces. Length 31 inches.

SPALDING SPECIAL MODEL BATS

We can supply on special orders Model Bats same as we have made for the most famous batsmen on National and American League Teams.

BAKER, Philadelphia, American League	Model B	MEYERS, New York, National League	Model M
CALLAHAN, Chicago, American League	Model C	OLDRING, Philadelphia, American League	Model O
DAUBERT, Brooklyn, National League	Model D	PASKERT, Philadelphia, National League	Model P
FLEISCHER, New York, National League	Model F	SPEAKER, Boston, American League	Model S
HERZOG, Cincinnati, National League	Model H	THOMAS, Philadelphia, American League	Model T
LUDERUS, Philadelphia, National League	Model L	WHEAT, Brooklyn, National League	Model W

The original models from which we have turned bats for the above players we hold at our Bat Factory, making duplicates on special order only. These special order bats do not bear the Players' Autographs. We require at least two weeks' time for the execution of special bat orders.

Spalding Special Model Bats. Professional Oil Finish. Not Carried in Stock. Each, \$1.00

Spalding bats improve with age if properly cared for. Bats made specially to order should not be used for at least thirty (30) days after they are finished, to give ample time for the oiled finish to thoroughly harden. Players should make it a rule to have two or more bats in reserve at all times.

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Spalding "All Star" Model Bats

No. 100S. This line for 1915 comprises twelve models specially designed for amateur players and selected from models of bats used by over five hundred leading batters during the past ten years. Quality of wood used is finest selected second growth Northern ash, air dried and treated as follows: yellow stained, mottled burnt, carefully filled, finished with best French polish. . . Each, \$1.00

Furnished in any of the following twelve models—Mention model number when ordering

LENGTH	WEIGHT	LENGTH	WEIGHT	LENGTH	WEIGHT
Model S1—31 in.	35 to 39 oz.	Model S5—34 in.	40 to 44 oz.	Model S9—35 in.	40 to 45 oz.
Model S2—34 1/2 in.	40 to 45 oz.	Model S6—33 in.	38 to 43 oz.	Model S10—33 in.	37 to 43 oz.
Model S3—31 1/2 in.	38 to 42 oz.	Model S7—33 in.	37 to 43 oz.	Model S11—35 in.	42 to 46 oz.
Model S4—32 1/2 in.	40 to 45 oz.	Model S8—34 in.	39 to 44 oz.	Model S12—33 in.	40 to 44 oz.

Spalding Professional Improved Oil Finish Bats

No. 100P. The Spalding Professional Improved Oil Finish as used on this line is the result of exhaustive experiments and tests conducted in our bat factory, with the assistance of some of the greatest professional players. The timber used is identical with that in "Players' Autograph" and "All Star" models. Each, \$1.00

Furnished in any of the following twelve models—Mention model number when ordering

LENGTH	WEIGHT	LENGTH	WEIGHT	LENGTH	WEIGHT
Model P1—31 in.	35 to 39 oz.	Model P5—34 in.	40 to 44 oz.	Model P9—34 1/2 in.	40 to 45 oz.
Model P2—33 in.	38 to 43 oz.	Model P6—35 in.	40 to 44 oz.	Model P10—34 in.	38 to 42 oz.
Model P3—33 in.	39 to 44 oz.	Model P7—34 in.	39 to 43 oz.	Model P11—35 in.	45 to 50 oz.
Model P4—33 in.	36 to 40 oz.	Model P8—34 1/2 in.	38 to 43 oz.	Model P12—35 in.	40 to 45 oz.

Spalding Black Oil-Tempered Bats

No. 100D. These bats are tempered in hot oil and afterwards treated with a special process which darkens and hardens the surface and has exactly the same effect as aging from long service. The special treatment these bats are subjected to make them most desirable for players who keep two or three bats in use, as the oil gradually works in and the bats keep improving. Line of models has been very carefully selected. Timber used is the same as in our "Players' Autograph," "All Star," "Professional Oil Finish" and Gold Medal lines. . . Each, \$1.00

Furnished in any of the following twelve models—Mention model number when ordering

LENGTH	WEIGHT	LENGTH	WEIGHT	LENGTH	WEIGHT
Model D1—31 in.	35 to 39 oz.	Model D5—34 in.	40 to 44 oz.	Model D9—34 1/2 in.	40 to 45 oz.
Model D2—33 in.	38 to 43 oz.	Model D6—35 in.	40 to 44 oz.	Model D10—34 in.	38 to 42 oz.
Model D3—33 in.	39 to 44 oz.	Model D7—34 in.	39 to 43 oz.	Model D11—35 in.	45 to 50 oz.
Model D4—33 in.	36 to 40 oz.	Model D8—34 1/2 in.	38 to 43 oz.	Model D12—35 in.	40 to 45 oz.

Spalding Gold Medal Natural Finish Bats

No. 100G. Models same as our "Professional Oil Finish," but finished in a high French polish, with no staining. Timber is same as in our "Players' Autograph," "All Star," and other highest quality lines, and models duplicate in lengths, weights, etc., the line of Spalding "Professional Oil Finish" styles. . . Each, \$1.00

Furnished in any of the following twelve models—Mention model number when ordering

LENGTH	WEIGHT	LENGTH	WEIGHT	LENGTH	WEIGHT
Model N1 31 in.	35 to 39 oz.	Model N5—34 in.	40 to 44 oz.	Model N9—34 1/2 in.	40 to 45 oz.
Model N2 33 in.	38 to 43 oz.	Model N6—35 in.	40 to 44 oz.	Model N10—34 in.	38 to 42 oz.
Model N3 33 in.	39 to 44 oz.	Model N7—34 in.	39 to 43 oz.	Model N11—35 in.	45 to 50 oz.
Model N4 33 in.	36 to 40 oz.	Model N8—34 1/2 in.	38 to 43 oz.	Model N12—35 in.	40 to 45 oz.

Spalding bats improve with age if properly cared for. Bats made specially to order should not be used for at least thirty (30) days after they are finished, to give ample time for the oiled finish to thoroughly harden. Players should make it a rule to have two or more bats in reserve at all times.

HOLD BAT PROPERLY AND STRIKE THE BALL WITH THE GRAIN. DON'T BLAME THE MAKER FOR A BREAK WHICH OCCURS THROUGH IMPROPER USE OR ABUSE.

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Spalding Genuine Natural Oil Tempered Bats

No. 100T. Made of the highest quality, thoroughly seasoned second growth ash, specially selected for resiliency and driving power, natural yellow oil tempered, hand finished to a perfect dead smooth surface and made in twelve simply wonderful models, the pick of the models that have actually won the American League and National League Championships during the past few years. Each, \$1.00

Furnished in any of the following twelve models—Mention model number when ordering

LENGTH	WEIGHT	LENGTH	WEIGHT	LENGTH	WEIGHT
Model T1. 33 1/2 in.	36 to 41 oz.	Model T5. 32 1/2 in.	44 to 48 oz.	Model T9. 33 1/2 in.	45 to 50 oz.
Model T2. 34 in.	39 to 43 oz.	Model T6. 34 1/2 in.	41 to 45 oz.	Model T10. 36 in.	43 to 47 oz.
Model T3. 35 in.	40 to 44 oz.	Model T7. 34 in.	43 to 47 oz.	Model T11. 34 in.	37 to 41 oz.
Model T4. 34 1/2 in.	38 to 42 oz.	Model T8. 33 in.	45 to 50 oz.	Model T12. 35 in.	40 to 45 oz.

Spalding New Special College Bats

No. 100M. An entirely new line, special new finish; special stain and mottled burning; carefully filled, finished with best French polish. Wood is finest second growth Northern ash, specially seasoned. Models are same as we have supplied to some of the most successful college players. Each, \$1.00

Furnished in any of the following twelve models—Mention model number when ordering

LENGTH	WEIGHT	LENGTH	WEIGHT	LENGTH	WEIGHT
Model M1. 31 in.	35 to 39 oz.	Model M5. 34 in.	40 to 44 oz.	Model M9. 35 in.	40 to 45 oz.
Model M2. 34 1/2 in.	40 to 45 oz.	Model M6. 33 in.	38 to 43 oz.	Model M10. 33 in.	37 to 43 oz.
Model M3. 31 1/2 in.	38 to 42 oz.	Model M7. 33 in.	37 to 43 oz.	Model M11. 35 in.	42 to 46 oz.
Model M4. 32 1/2 in.	40 to 45 oz.	Model M8. 34 in.	39 to 44 oz.	Model M12. 33 in.	40 to 44 oz.

Spalding Very Dark Brown Special Taped Bats

No. 100B. Very dark brown stained, almost black, except twelve inches of the handle left perfectly natural, with no finish except filled and hand-rubbed smooth, and then beginning four inches from end of handle, five inches of electric tape, wound on bat to produce perfect non-slip grip. Each, \$1.00

Furnished in any of the following six models—Mention model number when ordering

LENGTH	WEIGHT	LENGTH	WEIGHT	LENGTH	WEIGHT
Model B1. 31 in.	35 to 40 oz.	Model B3. 32 1/2 in.	40 to 44 oz.	Model B5. 34 in.	37 to 41 oz.
Model B2.* 32 in.	38 to 43 oz.	Model B4. 33 in.	39 to 46 oz.	Model B6. 34 1/2 in.	37 to 41 oz.

* Bottle shape.

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Spalding Trade-Mark Bats

No. 75. Wagon Tongue. Most popular models, light antique finish. One dozen in a crate (assorted lengths, 30 to 35 inches and weights, 36 to 42 ounces). Each, 75c.

No. 50M. Mushroom. ^{Patented April 1, 1901} Special finish. Invaluable as an all-around bat. Each, 50c.

No. F. "Fungo." Hardwood. 38 inches long, thin model. Professional oil finish. Each, \$1.00

No. 50W. "Fungo." Willow, light weight, full size bat, plain handle. Each, 50c.

No. 50T. Taped "League" ash, extra quality, special finish. Each, 50c.

No. 50. "League," ash, plain handle. " 50c.

No. 25. "City League," plain handle. " 25c.

No. 50B. "Spalding Junior," special finish. Specially selected models; lengths and weights proper for younger players. Each, 50c.

No. 25B. "Junior League," plain, extra quality ash, spotted burning. Each, 25c.

No. 10B. "Boys' League" Bat, good ash, varnished. Ea., 10c.

HOLD BAT PROPERLY AND STRIKE THE BALL WITH THE GRAIN. DON'T BLAME THE MAKER FOR A BREAK WHICH OCCURS THROUGH IMPROPER USE OR ABUSE.

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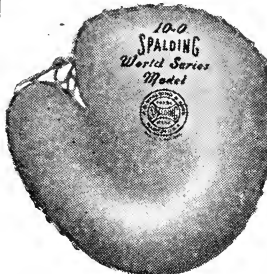


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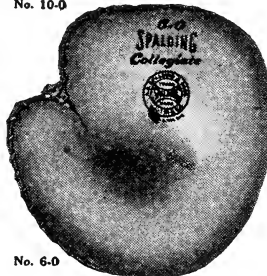
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SPALDING CATCHERS' MITTS



No. 10-0



No. 6-0



No. 5-0

No. 11-0. "The Giant." Heavy brown leather throughout; laced back. "Stick-on-the-hand" strap-and-buckle fastening. Each, \$10.00

Patented October 26, 1914

No. 10-0. "WORLD SERIES"—Patent Molded Face. Brown calfskin. King Patent Felt Padding. Laced back. "Stick-on-the-Hand" strap-and-buckle fastening. Each, \$9.00

Patented January 2, 1906; March 28, 1909; October 26, 1911, and including King Patent

Padding, Patented June 25, 1910

No. 10-0P. "WORLD SERIES" Same as No. 10-0, but patent perforated palm. Each, \$8.00

Patented January 2, 1906; June 29, 1910; March 25, 1912

No. 9-0. "Three-and-Out." Patented Molded face; hand formed pocket. Brown calfskin; hair felt padding; patent laced back; leather strap and brass buckle fastening. Each, \$8.00

Patented January 2, 1906

No. 9-0P. Patent "Perforated" Palm. Otherwise same as No. 9-0. Each, \$8.00

Patented March 25, 1912

No. 8-0. "Olympic." Palm specially prepared leather. Back and side special brown calfskin. Leather lace. Leather bound edges. Hand stitched, formed padding. Each, \$7.00

Patented January 2, 1906

No. FO. "Foxy." Brown calfskin. Patent combination shaped face; hair felt padding. Fox Patent Padding Pocket. Extra felt supplied with mitt. "Stick on the Hand" strap-and-buckle fastening. Each, \$7.00

Patented January 2, 1906; October 26, 1911, and including Fox Patent Padding, Patented February 20, 1912

No. 7-0. "Perfection." Brown calfskin. Patent combination shaped face; hair felt padding. Patent laced back and thumb; leather lace. Each, \$6.00

Patented January 2, 1906

No. 6-0. "Collegiate." Molded face. Olive colored leather. King Patent Felt Padding. Patent laced back and thumb. Each, \$5.00

Patented January 2, 1906; March 28, 1909; King Patent Padding, Patented June 25, 1910

No. OG. "Conqueror." Semi-molded face. Brown calf, black leather bound; leather laced; Heel of hand piece felt lined. Each, \$5.00

No. 5-0. "League Extra." Molded face. Buff colored leather, patent felt padding; Heel of hand piece felt lined. Each, \$4.00

Patented January 2, 1906; September 29, 1908

No. OK. "OK Model." Semi-molded, brown horse hide face. Felt padding, red leather edges. Heel of hand piece felt lined. Ea., \$4.00

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SPALDING CATCHERS' MITTS

No. 3-0. "Decker Patent." Brown oak leather; patent laced back; laced at thumb. Sole leather Decker Patent finger protection. Each, \$3.50

No. 2-0. "Leader." Brown oak leather face, back and finger piece. Patent laced back; laced at thumb. Each, \$3.50

No. 4-0. "League Special." (Patented January 2, 1906) Molded face. Brown leather; felt padding. Heel of hand piece felt lined. Each, \$3.50

No. O. "Interstate." Brown leather face, side and finger piece. Each, \$3.00

No. OH. "Handy." Pearl grain leather face, brown leather back; felt padding; laced, reinforced at thumb. Each, \$3.00

No. OR. "Decker Patent." Black leather; Sole leather Decker Patent finger protection. Each, \$2.50

No. OA. "Inter-City." Brown cowhide face and finger piece, green leather back and side piece; red leather binding; reinforced and laced at thumb; patent laced back. Each, \$2.50

No. 15. "Athletic." Large model, smoked horse hide face and finger piece, brown leather side piece and back; reinforced and laced at thumb; patent laced back. Each, \$2.00

No. 1R. "Semi-Pro." Large model; black grain-leather; reinforced and laced at thumb; patent laced back, leather lace. Each, \$2.00

No. 1X. "Trade League." Large model; face and finger piece buff colored leather, black leather back and side piece; leather bound; patent laced back. Felt padding. Each, \$2.00

No. 1C. "Back-Stop." Large model; special gray leather face and finger piece; brown leather side and back; padded. Each, \$1.50

No. 1D. "Champion." Black leather face, back and finger piece, with brown leather side. Padded; patent laced back. Each, \$1.50

No. 1A. "Catcher." Oak leather face, back and finger piece, black leather side piece. Laced at thumb. Each, \$1.25

No. 2C. "Foul Tip." Oak leather. Padded; reinforced and laced at thumb. Each, \$1.00

No. 2R. "Association." Black leather face, back and finger piece. Each, \$1.00

No. 3. "Amateur." Oak tanned leather face, back and finger piece. Each, 75c.

No. 3R. "Interscholastic." Black leather face, back and finger piece. Each, 75c.

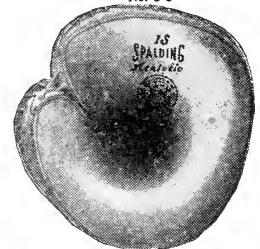
No. 4. "Public School." Large size. Brown oak leather; reinforced, laced at thumb. Ea., 50c.

No. 4R. "Boys' Amateur." Large size. Black leather face and finger piece. Each, 50c.

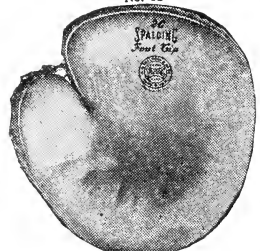
No. 5. "Boys' Delight." Face and finger piece of brown oak tanned leather. Each, 25c.



No. 3-0



No. 15



No. 2C

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No. AA1



No. SS



No. PX



No.
2XR

SPALDING INFELDERS' GLOVES

No. VXL. "Just Right." "Broken-In" style. Specially treated brown calfskin. Full leather lined. Weltd seams. King Patent Padding. (Patented June 28, 1910) Each, \$5.00

No. SXL. "All Players." "Broken-In" Buckskin. Finest material throughout. Full leather lined. Weltd seams. King Patent Padding. (Patented June 28, 1910) Each, \$5.00

No. AA1. "WORLD SERIES." Professional model. Finest buckskin, specially treated to help player break glove into shape. Very little padding. Weltd seams. Leather lined throughout. One of the most popular models. Regular padding. (Patented June 28, 1910) Each, \$4.00

No. BB1. "WORLD SERIES." Finest buckskin. Worn by successful National and American League infielders. Good width and length. Leather lined. Weltd seams. King Patent Padding. (Patented June 28, 1910) Each, \$4.00

No. SS. "League." With shorter "Cadet" fingers than in other gloves. Best quality buckskin. Weltd seams and leather lined all through. Each, \$4.00

No. PX. "Professional." Felt lined. Finest buckskin, same as in our No. PXL glove. Padded according to ideas of prominent professional players who prefer felt to leather lining. Weltd seams. Each, \$3.00

No. RXL. "League Extra." Black calfskin. Highest quality throughout. Design similar to No. PXL. Full leather lined. Weltd seams. Each, \$3.50

No. PXL. "Professional." Finest buckskin. Heavily padded around edges and little finger. Extra long to protect wrist. Leather lined. Weltd seams. Supplied in regular and "Cadet" fingers. Each, \$3.50

No. XWL. "League Special." Specially tanned calfskin. Padded with felt. Extra long to protect wrist. Highest quality workmanship. Full leather lined. Weltd seams. Each, \$3.00

No. 2W. "Minor League." Smoked horse hide. Professional model. Full leather lined. King Patent Felt Padding. (Patented June 28, 1910) Weltd seams. Each, \$3.00

No. 2XR. "Inter-City." Black calfskin. Professional style; padded little finger; leather strap at thumb; weltd seams; leather lined throughout. Each, \$2.50

No. PBL. "Professional Jr." Youths' Professional style. Selected velvet tanned buckskin. Same as No. PXL. Leather lined. Weltd seams. Each, \$2.50

No. 2X. "League." Specially tanned pearl colored grain leather. Same as special shortstop glove No. SS. Weltd seams; leather lined throughout. Each, \$2.50

No. 2Y. "International." Smoked horse hide. Professional style, specially padded little finger, and leather strap at thumb; weltd seams. Full leather lined throughout. Each, \$2.50

All the gloves described above are made regularly with Web of Leather between Thumb and First Finger, which can be cut out very easily if not required. All Spalding Infielders' Gloves are made with our patented diverted seam (Patented March 10, 1908) between fingers, adding considerably to the durability of the gloves.

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SPALDING INFIELDER'S' GLOVES

No. 3X. "Semi-Pro." Gray buck tanned leather. Large model. Correctly padded; welted seams. Leather lined throughout. Each, \$2.00

No. 4X. "Association." Brown leather, specially treated. Popular model. Padded little finger, and leather strap at thumb. Welted seams; full leather lined. Ea. \$2.00

No. 3XR. "Amateur." Black tanned leather, padded, large thumb. Welted seams. Leather lined. Ea. \$2.00

No. XL. "Club Special." White leather, padded on professional model. Welted seams. Leather lined. \$1.50

No. XLA. "Either Hand." Worn on right or left hand. (Pat. Sept. 12, 1911). White tanned leather, correctly padded. Welted seams. Full leather lined. Each, \$1.50

No. 11. "Match." Professional style. Special tanned olive colored leather throughout. Welted seams; correctly padded. Leather lined. . . . Each, \$1.50

No. ML. "Diamond." Special model. Smoked sheepskin, padded. Full leather lined. . . . Each, \$1.50

No. XS. "Practice." White velvet tanned leather. Welted seams; inside hump. Full leather lined. Each, \$1.25

No. 15. "Regulation." Men's size. Brown tanned leather, padded. Welted seams. Palm leather lined. Ea. \$1.00

No. 15R. "Regulation." Men's size. Black tanned leather, padded; inside hump. Palm leather lined. Each, \$1.00

No. 10. "Mascot." Men's size. Olive tanned leather, padded. Popular model. Palm leather lined. Ea. \$1.00

No. X. "Special." Men's size. Oak tanned brown leather. Professional model. Leather strap at thumb, padded. Welted seams. Leather lined. Each, \$1.00

No. XB. "Boys' Special." Boys' professional style. White leather. Welted seams. Leather lined. Ea. \$1.00

No. 12. "Public School." Full size. White chrome leather, padded; inside hump. Palm leather lined. Ea. 75c.

No. 13. "Interscholastic." Youths' size. Oak tanned brown leather. Professional model. Leather web at thumb; padded. Welted seams. Leather lined. Ea. 75c.

No. 12R. "League Jr." Full size. Black tanned leather, lightly padded, but extra long. Palm leather lined. Welted seams, inside hump. . . . Each, 75c.

No. 16. "Junior." Full size. White chrome tanned leather, lightly padded, extra long. Palm leather lined. Ea. 50c.

No. 16W. "Star." Full size. White chrome leather. Welted seams; padded. Palm leather lined. Ea. 50c.

No. 14X. "Boys' Match." Youths' professional style. Special tanned wine colored leather, correctly padded and inside hump. Palm leather lined. . . . Each, 50c.

No. 17. "Youths." Brown smooth tanned leather, padded; inside hump. Palm leather lined. Each, 50c.

No. 18. "Boys' Own." Oak tanned leather, padded; inside hump. Palm leather lined. . . . Each, 25c.

No. 17. "Youths." Brown smooth tanned leather, padded; inside hump. Palm leather lined. Each, 50c.

No. 18. "Boys' Own." Oak tanned leather, padded; inside hump. Palm leather lined. . . . Each, 25c.

All the gloves described above are made regularly with Web of Leather between Thumb and First Finger, which can be cut out very easily if not required. All Spalding infielders' Gloves are made with our patented diverted seam (Patented March 10, 1908) between fingers, adding considerably to the durability of the gloves.

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No. 3X



No. XLA



No. 15



No. 17

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SPALDING BASEMEN'S MITTS

No. ABX. "Stick-on-the-Hand." Calfskin. Laced, except thumb and heel. Special strap "Stick-on-the-Hand" with buckle at back. Each, \$5.00

No. AAX. "First Choice" Broken-In Model. Specially prepared leather. King Patent Padding. Leather lace. Strap reinforcement at thumb. Ea., \$5.00

No. AXX. "Good Fit." Brown calfskin, bound with black leather. Leather laced. Each, \$4.00

No. BXS. "League Special." Brown calfskin, bound with brown leather. Leather laced, except at heel; leather strap support at thumb. Ea., \$4.00

No. AXP. "WORLD SERIES." White tanned buck; leather lacing. Leather strap support at thumb. King Patent Padding. Each, \$4.00

No. BXP. "WORLD SERIES." Calfskin; leather lacing. Leather strap support at thumb. King Patent Padding. Each, \$4.00

No. CO. "Professional." Specially treated calfskin. Padded, leather laced, except at heel. Each, \$3.00

No. CX. "Semi-Pro." Smoke colored leather face, brown leather back, laced all around, except at heel; padded at wrist and thumb. Each, \$2.50

No. CD. "Red Oak." Tanned brown leather; red leather binding. Laced, except at thumb and heel, leather strap support at thumb. Each, \$2.50

No. CXR. "Amateur." Black leather face, back and lining. Padded; laced, except at heel. Each, \$2.00

No. CXS. "Amateur." Special tanned brown leather. Padded; laced, except at heel. Each, \$2.00

No. DX. "Double Play" Oak tanned leather, laced all around, except at heel; padded. Each, \$1.50

No. EX. "League Jr." Black smooth leather, laced all around, except at heel. Suitably padded. Ea., \$1.00

All Mitts described above, patented August 9, 1910

King Patent Padding on Nos. AAX, AXP, BXP, Pat. June 28, 1910

"League Extra" Pitchers' and Basemen's Mitt
No. 1F. Face of tanned leather; balance of brown calfskin. Without hump. Leather laced. Ea., \$3.50

Spalding Fielders' Mitts

No. 2MF. "League Special." Brown calfskin face and back; has finger separations of leather, extra full thumb, leather web; leather lined. Ea., \$3.00

No. 5MF. "Professional." Olive leather, padded; finger separations; felt lined; leather web. Ea., \$2.00

No. 6MF. "Semi-Pro." White tanned buckskin; leather finger separations; leather lined; large thumb; well padded, and leather web. Each, \$1.50

No. 7MF. "Amateur." Pearl colored leather; finger separations; padded; web thumb. Each, \$1.00

No. 8F. "Amateur." Black tanned smooth leather; padded; leather lined; reinforced and laced at thumb. Strap-and-buckle fastening. Each, \$1.00

No. 9F. "League Jr." Boy's. Oak tanned leather, padded; reinforced and laced at thumb. Each, 50c.

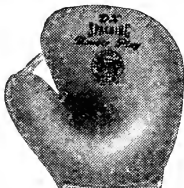
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No. BXP



No. CO



No. DX



No. 2MF

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SPALDING CATCHERS' MASKS



No.
11-0D

No. 11-0D. **"SAFETY FIRST" Double Wire, Open Vision, Electric Welded Frame.** Double wiring adds a little to the ordinary weight of a mask, but for the catcher who wants the best there is no other style worth consideration. Properly padded, including every up-to-date feature in construction. . . . Each, **\$6.00**



No.
10-0W

No. 10-0W. **"WORLD SERIES."** Patented December 19, 1911; Reg. U. S. Pat. Off. Jan. 30, 1912; Dec. 16, 1913. Special electric welded "Open Vision" black finish frame, including wire ear guards and circular opening in front. Weight is as light as consistent with absolute safety; padding conforms to face with comfort. Ea., **\$5.00**



No.
8-0

No. 8-0. **"Open Vision."** Patented December 19, 1911; Jan. 30, 1912; Dec. 16, 1913. Specially soldered and reinforced frame of highest quality special steel wire, black finish. Carefully reinforced with hard solder at joining points. Special wire ear guards. . . . Each, **\$5.00**



No.
5-0

No. 5-0. **"Open Vision" Umpires' Mask.** Has neck protecting attachment and special ear protection; nicely padded. Principal wire crossings specially soldered. Safest and most convenient style ever made for umpires. . . . Each, **\$5.00**



No.
6-0

No. 6-0. **"Special Soldered."** Principal wire crossings heavily soldered. "Open Vision," extra heavy wire frame, black finish; continuous style padding, with soft chin-pad; special elastic head-band. . . . Each, **\$4.00**



No.
4-0

No. 4-0. **"Sun Protecting."** Patent leather sun-shade, protecting eyes without obstructing view. "Open Vision," electric welded frame of extra heavy steel wire, black finish. With soft chin-pad; improved design hair-filled pads, including forehead pad; elastic head band. . . . Each, **\$4.00**



No.
3-0

No. 3-0. **"Neck Protecting."** Neck protecting arrangement affords positive protection. "Open Vision," electric welded, black finish frame; comfortable pads, with soft chin-pad and special elastic head-strap. . . . Each, **\$3.50**

No. O-P. **"Semi-Pro" League.** "Open Vision," electric welded best black annealed steel wire frame. Special continuous style side pads, leather covered; special soft forehead and chin-pad; elastic head-band. . . . Each, **\$2.50**

SPALDING "REGULATION LEAGUE" MASKS



No.
2-0

No. 2-0. **"Open Vision,"** soldered heavy black annealed steel wire frame. Full length side pads of improved design; soft fore-head and chin-pad; special elastic head-band. Each, **\$2.00**



No.
OXB

No. O-X. Men's size. "Open Vision," electric welded frame, black finish. Improved leather covered pads, including forehead-pad, molded leather chin-strap; elastic head-band. Each, **\$1.50**

No. OXB. Youths'. "Open Vision," electric welded frame, black finish. Soft side padding, forehead and chin-pad. Each, **\$1.50**

No. A. Men's. Electric welded black enameled frame. Leather covered pads, forehead and chin-pad. . . . Each, **\$1.00**

No. B. Youths'. Electric welded black enameled frame; similar in quality throughout to No. A, but smaller in size. Each, **\$1.00**

No. C. Electric welded black enameled frame; soft leather covered pads; wide elastic head-strap, leather strap-and-buckle. Ea., **50c.**

No. D. Electric welded black enameled frame. Smaller in size than No. C. . . . Each, **25c.**

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SPALDING BASE BALL UNIFORMS

Complete Color Sample Book mailed, on application, to any team captain or manager, together with Measurement Blank and full instructions for measuring players for uniforms.

Spalding "WORLD SERIES" Uniform No. O.	Single Suit, \$15.00	\$12.50
Net price to clubs ordering for Entire Team.	Suit,	
Spalding "WORLD SERIES" Uniform No. OA.	Single Suit, \$14.00	11.50
Net price to clubs ordering for Entire Team.	Suit,	
Spalding "League" Uniform No. 1.	Single Suit, \$12.50	10.00
Net price to clubs ordering for Entire Team.	Suit,	
Spalding "League" Uniform No. 1A.	Single Suit, \$11.50	9.00
Net price to clubs ordering for Entire Team.	Suit,	
Spalding "Interscholastic" Uniform No. 2.	Single Suit, \$9.00	7.50
Net price to clubs ordering for Entire Team.	Suit,	
Spalding "Minor League" Uniform No. M.	Single Suit, \$9.00	7.50
Net price to clubs ordering for Entire Team.	Suit,	
Spalding "City League" Uniform No. W.	Single Suit, \$7.50	6.00
Net price to clubs ordering for Entire Team.	Suit,	
Spalding "Club Special" Uniform No. 3.	Single Suit, \$6.00	5.00
Net price to clubs ordering for Entire Team.	Suit,	
Spalding "Amateur Special" Uniform No. 4.	Single Suit, \$4.00	3.50
Net price to clubs ordering for Entire Team.	Suit,	
Spalding "Junior" Uniform No. 5.	Single Suit, \$3.00	2.50
Net price to clubs ordering nine or more uniforms.	Suit,	
Spalding "Youths" Uniform No. 6. Good quality Gray material		1.00
No larger sizes than 30-in. waist and 34-in. chest.	Complete,	

ABOVE UNIFORMS CONSIST OF SHIRT, PANTS, CAP, BELT AND STOCKINGS.

SPALDING BASE BALL SHOES



No. FW. "WORLD SERIES" Kangaroo uppers, white oak soles. Hand sewed; strictly bench made. Extra strong soft laces. Pair, \$7.00

Owing to the lightness and fineness of this shoe, it is suitable only for the fastest players, but as a light weight durable shoe for general use we recommend No. 30-S.

Sizes and Weights of No. FW Shoes

Size of Shoes:	5	6	7	8	9
Weight per pair:	18	18½	19	20	21 oz.

No. 30-S. "Sprinting." Kangaroo uppers, white oak soles. Built on our running shoe last. Light weight. Hand sewed; bench made. Strong laces. Pair, \$7.00
 No. O. "Club Special." Selected satin calfskin, substantially made. High point carefully tempered carbon steel plates hand riveted to heels and soles. Pair, \$5.00
 No. OS. "Club Special" Sprinting. Similar to No. O, but made with sprinting style flexible soles. (Patented May 7, 1912). Pair, \$5.00
 No. 35. "Amateur Special." Leather, machine sewed. High point carefully tempered carbon steel plates hand riveted to heels and soles. Pair, \$3.50 ★ \$39.00 Doz.
 No. 37. "Junior." Leather; regular base ball shoe last. Plates hand riveted to heels and soles. Excellent for the money but not guaranteed. Pair, \$2.50 ★ \$27.00 Doz.

Juvenile Base Ball Shoes

No. 38. Made on special boys' size lasts. Good quality material throughout and steel plates. Furnished in boys' sizes, 12 to 5, inclusive, only. Pair, \$2.00

Spalding "Dri-Foot" prolongs the life of the shoes. Can, 15c.

The prices printed in italics opposite items marked with ★ will be quoted only on orders for one-half dozen pairs or more at one time. Quantity prices NOT allowed on items NOT marked with ★

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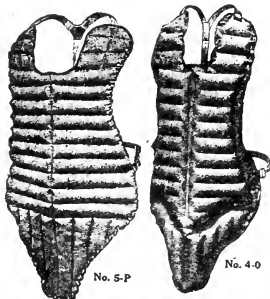
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Spalding "WORLD SERIES" Catchers' Body Protectors

No. 5P. Padded style, not inflated. Patented June 22, '09; Aug. 24, '09. Canvas cover, laced at sides, permitting readjusting of padding as desired. Special body strap. Each, \$10.00

No. 4-0. Inflated style. Strong tan covering. Special shoulder padding, laced to permit readjustment of padding as desired and special body strap. (Patented Nov. 24, '03). Each, \$10.00



Spalding Catchers' Body Protectors

No. 2-0. "Minor League." Cover of durable material. Made in best manner. Inflated. Full size. Each, \$7.50
No. 0. "City League." Slightly narrower than No. 2-0. Covering of durable material. Inflated. Each, \$5.00
No. M. "Interscholastic." Well made, inflated. 3.50
No. 2. "Youths." Good size. Inflated. 3.00

Spalding Umpires' Body Protectors

Give length and width when ordering Umpires' Body Protectors.
No. L. Inflated. Large size, best quality. Same as supplied to most experienced major league umpires. Each, \$10.00
No. LS. Inflated. Special light weight, very large air passages and without any breaks or hinges. Soft rubber tube instead of regular inflating valve. Not carried in stock; supplied on special orders only. Each, \$10.00
No. R. Inflated. Correct model. Cover of good material. Flexible inflating tube. Each, \$5.00

Spalding Leg Guards for Base Ball Catchers

No. 33. As supplied to Roger Bresnahan and to other prominent league catchers. Knee guard of molded sole leather; leg piece padded with reeds; light and strong; special ankle pads as protection from spikes. Covered with special quality white buck dressed leather. Pair, \$6.50

Spalding Catchers' Leg Guards

No. RB. Plain style, fiber leg piece, not ribbed. Leather padded at ankle and knee. Pair, \$5.00

Spalding Uniform Bags

Convenient roll for packing uniforms in a manner which will not wrinkle and soil them; with separate compartments for shoes, etc.

No. 2. Bag leather; well made. Each, \$6.00
No. 1. Best heavy canvas; leather bound, double leather shawl strap and handle. Each, \$3.00
No. 6. Brown canvas roll; leather straps and handle. " 1.50
No. 5. Combined Uniform and Bat Bag. Similar to regular uniform bags, but with extra compartment to carry one bat. Best canvas, leather bound. Each, \$4.00
No. 4. Individual Uniform Bag. Best quality brown canvas; two leather handles; strap-and-buckle fastenings. Holds suit, shoes and other necessary articles. Each, \$2.00

Spalding Bat Bags

No. 2. Heavy waterproof canvas, leather reinforced at both ends, and leather handles; holds 12 bats. Each, \$3.50
No. 3. Similar to No. 2, but holds only 6 bats. " 2.50

Spalding Individual Bat Bags

No. 01. Good quality heavy leather bat bag, for two bats; used by most league players. Each, \$4.00 ★ \$3.20 Doz.
No. 02. Extra heavy canvas; heavy leather cap at both ends. Each, \$2.00 ★ \$21.60 Doz.
No. S1. Sheepskin, good quality bag, with heavy leather end. Each, \$1.75 ★ \$18.90 Doz.
No. 03. Heavy canvas; leather cap at both ends. Each, \$1.00 ★ \$10.80 Doz.

Spalding Special Club Bat Bag

No. 8. Heavy canvas, with strong reinforcing strips running lengthwise, and heavy leather ends. Holds 26 to 30 bats. Each, \$18.00
Lettering on any of above bags extra. Prices on application.



The prices printed in italics opposite items marked with ★ will be quoted only on orders for one-half dozen or more at one time.
Quantity prices NOT allowed on items NOT marked with ★

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A.G. SPALDING & BROS.
STORES IN ALL LARGE CITIES

COMPLETE LIST OF STORES
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OF THIS BOOK

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**TRADE-MARK GUARANTEES
QUALITY**

Spalding Base Ball Bases

Complete with Straps and Spikes

- No. 0L. Special League Bases, filled, very heavy quilted canvas. Each base fitted with two extra strong harness leather straps and three extra heavy 14 inch special spikes. Used by the big league and college clubs. Set of 3, \$7.50
- No. 0. League Club Bases, filled, extra quality canvas, quilted. Harness leather straps. Set of 3, \$6.00
- No. 1. Canvas Bases, filled, well made; not quilted. Set of 3, \$5.00
- No. 2. Canvas Bases, filled, good quality. Set of 3, \$3.50
- No. 4. Unfilled Canvas Bases, laced. May be filled with sand or other material. Canvas straps. Set of 3, \$1.00
- No. 5. Quilted Sulf Canvas Bases, laced. Set of 3, 1.00

Spalding Pitchers' Box Plates

- No. 3. Made in accordance with National League regulations; extra quality white rubber. With pins. Each, \$5.00
- No. 2. Composition material, regulation size and shape. With pins. Each, \$3.50

Spalding Rubber Home Plates

- No. 1. In accordance with the National League regulations. Extra quality white rubber. With pins. Each, \$7.50
- No. C. Composition material, regulation size and shape. With pins. Each, \$5.00

Spalding Improved Steel Shoe Plates

We do not sell separately the special quality base ball shoe plates used on our best grade shoes, but we will refit shoes of our own make with steel plates, and charge, including pair each of toe and heel plates and putting plates on shoes. . . . \$1.00

This price does not include transportation charges on shoes.



- No. 3-0. Toe Plates, high point carbon steel, carefully tempered and ground. Pair, 50c
- No. 4-0. Heel Plates, high point carbon steel, carefully tempered and ground. Pair, 50c
- No. 0. Toe Plates, hardened steel, sharpened. Pair, 25c
- No. 2-0. Heel plates, hardened steel, sharpened. 25c
- No. 1. Toe plates, good steel, sharpened. 10c
- No. 1H. Heel plates, good steel, sharpened. 10c



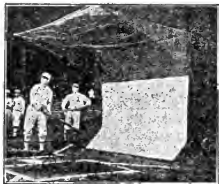
Spalding Pitchers' Toe Plates

A thorough protection to shoe and of great assistance in pitching. Made for right or left shoe. When ordering, specify for which shoe required.

- No. A. Aluminum. Regular style. Each, 25c.
- No. B. Brass. Regular style. 25c.
- No. BS. Brass. Cut low. Light weight. Particularly for pitchers and shortstops who do not drag their feet. Each, 25c.

Spalding Movable Bating Cage

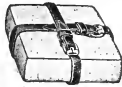
Can be moved to any part of the field quickly and easily by simply pushing the rear handle, yet when it is in position it is absolutely rigid. Made with heavy frame of japanned iron piping. No intricate parts to get out of order. Simple construction, strongly made. Used on nearly every major league field besides on those of the more prominent colleges. This photograph shows Eddie Collins of the Philadelphia "Athletics," at batting practice just before the start of one of the World Series games. Complete with tarred nets, and extra canvas reinforcement at bottom. Each, \$60.00



Spalding Complete Catalogue of Athletic Goods Mailed Free.



Top View, No. 0L



Bottom View, No. 0L



No. 3



No. 1



Spike For Nos. 0L and O

Extra Straps and Spikes

- Straps for Nos. 0L and O Bases. Each, 75c.
- Straps for No. 1 Bases. 50c.
- Straps for No. 2 Bases. 40c.
- Spikes for Nos. 0L and O Bases. 20c.
- Spikes for No. 1 Bases. 10c.
- Spikes for No. 2 Bases. 5c.



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Spalding Fred Clarke Sun Glasses

Glasses are made with an attachment that hinges on to the cap and can be turned up out of the way when not needed.

- No. 2. Fred Clarke Sun Glasses. Complete with attachment for fastening to cap. Pair, \$10.00

Price does not include cap.

Spalding Regular Sun Glasses for Outfielders

- No. 1. Good quality metal frames. Complete with cap. Pair, \$1.00

Spalding Score Books

Spalding Base Ball Score Books are made in three styles: Morse style (Nos. 1, 3, 4, 5 and M); A. G. Spalding style (Nos. 2 and S); Foster style (No. F).



Pocket Score Books

- No. 1. Paper, 7 games, Morse style. Each, 10c.
- No. 2. Board, 22 games, A. G. Spalding style. 25c.
- No. 3. Board, 46 games, Morse style. 50c.
- No. 5. Board, A. G. Spalding style, 79 games. 75c.
- No. M. Board, Morse style, 79 games. 75c.
- No. F. Board, Foster style, 79 games. 75c.

Club Score Books

- No. 4. Board, 8 1/2 x 10 1/2 in., 30 games, Morse style. Ea., \$1.00
- No. 5. Board, 8 1/2 x 10 1/2 in., 79 games, Morse style. 1.50

Score Cards. Each, 5c. Doz., .25

Spalding Umpire Indicator



League umpires. Each, 50c.

Spalding Scoring Tablet

No. 2. A simple, convenient and accurate device for the record of runs and outs. Celluloid and can be carried in vest pocket Ea., 25c.



**PROMPT ATTENTION GIVEN
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**A. G. SPALDING & BROS.
STORES IN ALL LARGE CITIES**

**COMPLETE LIST OF STORES
ON INSIDE FRONT COVER
OF THIS BOOK**

Prices in effect January 5, 1915. Subject to change without notice. For Canadian prices see special Canadian Catalogue.

Standard Policy

A Standard Quality must be inseparably linked to a Standard Policy.

Without a definite and Standard Mercantile Policy, it is impossible for a Manufacturer to long maintain a Standard Quality.

To market his goods through the jobber, a manufacturer must provide a profit for the jobber as well as for the retail dealer. To meet these conditions of Dual Profits, the manufacturer is obliged to set a proportionately high list price on his goods to the consumer.

To enable the glib salesman, when booking his orders, to figure out attractive profits to both the jobber and retailer, these high list prices are absolutely essential; but their real purpose will have been served when the manufacturer has secured his order from the jobber, and the jobber has secured his order from the retailer.

However, these deceptive high list prices are not fair to the consumer, who does not, and, in reality, is not ever expected to pay these fancy list prices.

When the season opens for the sale of such goods, with their misleading but alluring high list prices, the retailer begins to realize his responsibilities, and grapples with the situation as best he can, by offering "special discounts," which vary with local trade conditions.

Under this system of merchandising, the profits to both the manufacturer and the jobber are assured; but as there is no stability maintained in the prices to the consumer, the keen competition amongst the local dealers invariably leads to a demoralized cutting of prices by which the profits of the retailer are practically eliminated.

This demoralization always reacts on the manufacturer. The jobber insists on lower, and still lower, prices. The manufacturer, in his turn, meets this demand for the lowering of prices by the only way open to him, viz.: the cheapening and degrading of the quality of his product.

The foregoing conditions became so intolerable that 16 years ago, in 1899, A. G. Spalding & Bros. determined to rectify this demoralization in the Athletic Goods Trade, and inaugurated what has since become known as "The Spalding Policy."

"The Spalding Policy" eliminates the jobber entirely, so far as Spalding Goods are concerned, and the retail dealer secures the supply of Spalding Athletic Goods direct from the manufacturer by which the retail dealer is assured a fair and legitimate profit on all Spalding Athletic Goods, and the consumer is assured a Standard Quality and is protected from imposition.

"The Spalding Policy" is decidedly for the interest and protection of the users of Athletic Goods, and acts in two ways:

First.—The user is assured of genuine Official Standard Athletic Goods.

Second.—As manufacturers, we can proceed with confidence in purchasing at the proper time, the very best raw materials required in the manufacture of our various goods, well ahead of their respective seasons, and this enables us to provide the necessary quantity and absolutely maintain the Spalding Standard of Quality.

All retail dealers handling Spalding Athletic Goods are requested to supply consumers at our regular printed catalogue prices—neither more nor less—the same prices that similar goods are sold for in our New York, Chicago and other stores.

All Spalding dealers, as well as users of Spalding Athletic Goods, are treated exactly alike, and no special rebates or discriminations are allowed to anyone.

This briefly, is "The Spalding Policy," which has already been in successful operation for the past 16 years, and will be indefinitely continued.

In other words, "The Spalding Policy" is a "square deal" for everybody.

A. G. SPALDING & BROS.

By *A. G. Spalding*
PRESIDENT.

Standard Quality

An article that is universally given the appellation "Standard" is thereby conceded to be the criterion, to which are compared all other things of a similar nature. For instance, the Gold Dollar of the United States is the Standard unit of currency, because it must legally contain a specific proportion of pure gold, and the fact of its being Genuine is **guaranteed** by the Government Stamp thereon. As a protection to the users of this currency against counterfeiting and other tricks, considerable money is expended in maintaining a Secret Service Bureau of Experts. Under the law, citizen manufacturers must depend to a great extent upon Trade-Marks and similar devices to protect themselves against counterfeit products—without the aid of "Government Detectives" or "Public Opinion" to assist them.

Consequently the "Consumer's Protection" against misrepresentation and "inferior quality" rests entirely upon the integrity and responsibility of the "Manufacturer."

A. G. Spalding & Bros. have, by their rigorous attention to "Quality," for thirty-nine years, caused their Trade-Mark to become known throughout the world as a Guarantee of Quality as dependable in their field as the U. S. Currency is in its field.

The necessity of upholding the Guarantee of the Spalding Trade-Mark and maintaining the Standard Quality of their Athletic Goods, is, therefore, as obvious as is the necessity of the Government in maintaining a Standard Currency.

Thus each consumer is not only insuring himself but also protecting other consumers when he assists a Reliable Manufacturer in upholding his Trade-Mark and all that it stands for. Therefore, we urge all users of our Athletic Goods to assist us in maintaining the Spalding Standard of Excellence, by insisting that our Trade-Mark be plainly stamped on all athletic goods which they buy, because without this precaution our best efforts towards maintaining Standard Quality and preventing fraudulent substitution will be ineffectual.

Manufacturers of Standard Articles invariably suffer the reputation of being high-priced, and this sentiment is fostered and emphasized by makers of "inferior goods," with whom low prices are the main consideration.

A manufacturer of recognized Standard Goods, with a reputation to uphold and a guarantee to protect must necessarily have higher prices than a manufacturer of cheap goods, whose idea of and basis of a claim for Standard Quality depends principally upon the eloquence of the salesman.

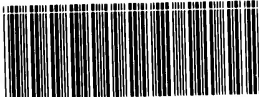
We know from experience that there is no quicksand more unstable than **poverty in quality**—and we avoid this quicksand by Standard Quality.

A. G. Spalding & Bros

SPALDING

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and is Official and Standard
Price 10 cents each

GRAND PRIZE



ST. LOUIS, 1904



GRAND PRIX



PARIS, 1900

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ARE THE STANDARD OF THE WORLD

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MAINTAIN WHOLESALE and RETAIL STORES in the FOLLOWING CITIES

NEW YORK	CHICAGO	ST. LOUIS
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PHILADELPHIA	DETROIT	SAN FRANCISCO
NEWARK	CINCINNATI	LOS ANGELES
ALBANY	CLEVELAND	SEATTLE
BUFFALO	COLUMBUS	SALT LAKE CITY
SYRACUSE	ROCHESTER	INDIANAPOLIS
BALTIMORE	WASHINGTON	PITTSBURGH
LONDON, ENGLAND	ATLANTA	ST. PAUL
LIVERPOOL, ENGLAND	LOUISVILLE	DENVER
BIRMINGHAM, ENGLAND	NEW ORLEANS	DALLAS
MANCHESTER, ENGLAND	MONTREAL, CANADA	TORONTO, CANADA
BRISTOL, ENGLAND	PARIS, FRANCE	SYDNEY, AUSTRALIA
EDINBURGH, SCOTLAND		
GLASGOW, SCOTLAND		

Factories owned and operated by A. G. Spalding & Bros. and where all of Spalding's
Trade-Marked Athletic Goods are made are located in the following cities:

NEW YORK	CHICAGO	SAN FRANCISCO	CHICOPEE, MASS.
BROOKLYN	BOSTON	PHILADELPHIA	LONDON, ENG.